

<b>Earth Alliance (Third Age) - Battle</b>				Name / Crew Quality																	
<b>Avenger Heavy Carrier</b>				Speed / Troops																	
				7			6			7			6								
				Hull Damage																	
				5			10			5			10			5			10		
				15			20			15			20			15			20		
				25			30			25			30			25			30		
				35			40			35			40			35			40		
<b>Service date</b>	2248-2261																				
<b>Hull</b>	5																				
<b>Turns</b>	1/45°																				
<b>Craft</b>	Starfury Flight (8)																				
<b>Special</b>	Carrier 4 Command +1 Fleet Carrier Interceptors 2 Jump Point Shuttles 2																				
WEAPON NAME				RANGE		AD		SPECIAL													
<b>Boresight</b>																					
<b>Forward</b>																					
Medium Pulse Cannon	8	8	AP																		
Light Pulse Cannon	8	6																			
<b>Port</b>																					
Light Pulse Cannon	8	4																			
<b>Starboard</b>																					
Light Pulse Cannon	8	4																			
<b>Aft</b>																					
Light Pulse Cannon	8	6																			
<b>Boresight (Aft)</b>																					
<b>Turret</b>																					
				Crippled: Turns reduced, half speed, only 1 weapon system per arc may be fired, lose Fleet Carrier, lose interceptors, 50% to lose each other special trait																	
				Crew Casualties																	
				5			10			5			10			5			10		
				15			20			15			20			15			20		
				25			30			25			30			25			30		
				35			40			35			40			35			40		
				45			50			45			50			45			50		
				Skeleton Crew: No special orders allowed, lose Command, lose Fleet Carrier, only 1 weapon system per turn may be fired, all DC checks at -2																	
				<b>CRITICAL HITS</b>																	
1-2	ENGINE CRITICALS			Dam.	Crew		Effect														
1-2	POWER RELAYS DESTROYED			+0	+0		-1 SPEED														
3-4	THRUSTERS DAMAGED			+1	+0		-2 SPEED														
5	FUEL SYSTEM RUPTURED			+2	+1		-4 SPEED														
6	ENGINES DISABLED			+3	+1		0 SPEED, NO SPECIAL ACTIONS														
3	REACTOR CRITICALS			Dam.	Crew		Effect														
1-3	CAPACITORS DAMAGED			+0	+1		-2 SPEED														
4-5	REACTOR GAS LEAK			+0	+3		NO SPECIAL ACTIONS														
6	REACTOR EXPLOSION			+3	+4		0 SPEED, NO SPECIAL ACTIONS														
4	WEAPON CRITICALS			Dam.	Crew		Effect														
1-3	TARGETING SYSTEM DAMAGED			+0	+1		ALL WEAPONS LOSE 1AD														
4	POWER FLUCTUATIONS			+0	+0		ALL WEAPONS NEED 4+ TO FIRE														
5	WEAPONS OFFLINE			+2	+2		NO FIRING 1 RANDOM ARC														
6	CATASTROPHIC AMMO EXPLOSION			+3	+4		NO WEAPONS MAY FIRE														
5	CREW CRITICALS			Dam.	Crew		Effect														
1-2	FIRE			+0	+2		-														
3-4	MULTIPLE FIRES			+0	+3		-														
5	LOCALIZED DECOMPRESSION			+1	+3		-														
6	HULL BREACH			+2	+4		-														
6	VITAL SYSTEMS CRITICALS			Dam.	Crew		Effect														
1	BRIDGE HIT			+0	+1		NO SPECIAL ACTIONS														
2	ENGINEERING			+4	+3		NO DAMAGE CONTROL														
3	WEAPONS CONTROL			+4	+4		NO FIRING 1 RANDOM ARC														
4	SECONDARY EXPLOSIONS			+106	+106		-														
5	REACTOR IMPLOSION			+206	+406		-														
6	CATASTROPHIC EXPLOSION			406	+206		-														
				<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>																	