

Earth Alliance (Third Age) - Raid				Name / Crew Quality											
Nova Dreadnought				Speed / Troops											
				6		2		6		2		6		2	
				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	
				45		50		45		50		45		50	
				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	
Service date	2220+			<p>Crippled: Turns reduced, half speed, only 1 weapon system per arc may be fired, lose Command, lose Fleet Carrier, lose interceptors, 50% to lose each other special trait</p>											
Hull	5														
Turns	1/45°														
Craft	Starfury Flight (4)														
Special	Interceptors 2 Jump Point			<p>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</p>											
WEAPON NAME	RANGE	AD	SPECIAL												
Boresight															
Forward															
Laser/Pulse Arrays	12	8	TL												
Port															
Laser/Pulse Arrays	12	12	TL												
Starboard															
Laser/Pulse Arrays	12	12	TL												
Aft															
Laser/Pulse Arrays	12	8	TL												
Boresight (Aft)															
Turret															
<p>Laser/Pulse Arrays: These weapons may instead be fired with half the Attack Dice and at a maximum Range of 8". They gain the AP and Beam traits, but lose Twin-Linked.</p>															
CRITICAL HITS															
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	-											
VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL															