

Earth Alliance (Third Age) - War			Name / Crew Quality											
Poseidon Super Carrier			Speed / Troops											
			5		10		5		10		5		10	
Service date	2255+		Hull Damage											
Hull	4		5	10	5	10	5	10	5	10	5	10	5	10
Turns	1/45°		15	20	15	20	15	20	15	20	15	20	15	20
Craft	Starfury Flight (16)		25	30	25	30	25	30	25	30	25	30	25	30
Special	Carrier 8		35	40	35	40	35	40	35	40	35	40	35	40
	Command +3		45	50	45	50	45	50	45	50	45	50	45	50
	Fleet Carrier		55	60	55	60	55	60	55	60	55	60	55	60
	Interceptors 6		65	70	65	70	65	70	65	70	65	70	65	70
	Jump Point		75	80	75	80	75	80	75	80	75	80	75	80
	Shuttles 2		85	90	85	90	85	90	85	90	85	90	85	90
			95		95		95		95		95		95	
WEAPON NAME RANGE AD SPECIAL			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											
Boresight			Crew Casualties											
Forward			5	10	5	10	5	10	5	10	5	10	5	10
Medium Pulse Cannon	10	8	15	20	15	20	15	20	15	20	15	20	15	20
Port			25	30	25	30	25	30	25	30	25	30	25	30
Medium Pulse Cannon	10	8	35	40	35	40	35	40	35	40	35	40	35	40
Starboard			45	50	45	50	45	50	45	50	45	50	45	50
Medium Pulse Cannon	10	8	55	60	55	60	55	60	55	60	55	60	55	60
Aft			65	70	65	70	65	70	65	70	65	70	65	70
Medium Pulse Cannon	10	8	75	80	75	80	75	80	75	80	75	80	75	80
Boresight (Aft)			85	90	85	90	85	90	85	90	85	90	85	90
Particle Beams	5	8	95	100	95	100	95	100	95	100	95	100	95	100
			105	110	105	110	105	110	105	110	105	110	105	110
			115	120	115	120	115	120	115	120	115	120	115	120
Turret			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											
AF/W			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											