

<b>Earth Alliance (Third Age) - Raid</b>				Name / Crew Quality											
<b>Tantalus Assault Cruiser</b>				Speed / Troops											
				6		12		6		12		6		12	
				Hull Damage											
				5	10	5	10	5	10	5	10	5	10	5	10
				15	20	15	20	15	20	15	20	15	20	15	20
				25	30	25	30	25	30	25	30	25	30	25	30
				35	40	35	40	35	40	35	40	35	40	35	40
				45		45		45		45		45		45	
<b>Service date</b>	<b>2248+</b>			<b>Crippled:</b> 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											
<b>Hull</b>	<b>5</b>														
<b>Turns</b>	<b>1/45°</b>			<b>Crew Casualties</b>											
<b>Craft</b>	<b>Starfury (2)</b>			5	10	5	10	5	10	5	10	5	10	5	10
	<b>Breaching Pod (2)</b>			15	20	15	20	15	20	15	20	15	20	15	20
<b>Special</b>	<b>Interceptors 2</b>			25	30	25	30	25	30	25	30	25	30	25	30
	<b>Jump Point</b>			35	40	35	40	35	40	35	40	35	40	35	40
	<b>Shuttles 4</b>			45		45		45		45		45		45	
WEAPON NAME				RANGE	AD	SPECIAL									
<b>Boresight</b>															
<b>Forward</b>															
<b>Heavy Pulse Cannon</b>	<b>12</b>	<b>8</b>	<b>TL</b>												
<b>Particle Beams</b>	<b>5</b>	<b>4</b>	<b>AF/W</b>												
<b>Port</b>															
<b>Heavy Pulse Cannon</b>	<b>12</b>	<b>4</b>	<b>TL</b>												
<b>Particle Beams</b>	<b>5</b>	<b>4</b>	<b>AF/W</b>												
<b>Starboard</b>															
<b>Heavy Pulse Cannon</b>	<b>12</b>	<b>4</b>	<b>TL</b>												
<b>Particle Beams</b>	<b>5</b>	<b>4</b>	<b>AF/W</b>												
<b>Aft</b>															
<b>Medium Pulse Cannon</b>	<b>10</b>	<b>4</b>	<b>TL</b>												
<b>Particle Beams</b>	<b>5</b>	<b>4</b>	<b>AF/W</b>												
<b>Boresight (Aft)</b>															
<b>Turret</b>															
				<b>Skeleton Crew:</b> 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>											
<b>1-2</b>	<b>ENGINE CRITICALS</b>	<b>Dam.</b>	<b>Crew</b>	<b>Effect</b>											
<b>1-2</b>	<b>POWER RELAYS</b>	<b>+0</b>	<b>+0</b>	<b>-1 SPEED</b>											
<b>3-4</b>	<b>THRUSTERS</b>	<b>+1</b>	<b>+0</b>	<b>-2 SPEED</b>											
<b>5</b>	<b>FUEL SYSTEM</b>	<b>+2</b>	<b>+1</b>	<b>-4 SPEED</b>											
<b>6</b>	<b>ENGINES DISABLED</b>	<b>+3</b>	<b>+1</b>	<b>0 SPEED, NO SPEC ACTS</b>											
<b>3</b>	<b>REACTOR CRITICALS</b>	<b>Dam.</b>	<b>Crew</b>	<b>Effect</b>											
<b>1-3</b>	<b>CAPACITORS</b>	<b>+0</b>	<b>+1</b>	<b>-2 SPEED</b>											
<b>4-5</b>	<b>REACTOR GAS LEAK</b>	<b>+0</b>	<b>+3</b>	<b>NO SPECIAL ACTIONS</b>											
<b>6</b>	<b>REACTOR EXPLOSION</b>	<b>+3</b>	<b>+4</b>	<b>0 SPEED, NO SPEC ACTS</b>											
<b>4</b>	<b>WEAPON CRITICALS</b>	<b>Dam.</b>	<b>Crew</b>	<b>Effect</b>											
<b>1-3</b>	<b>TARGETING SYSTEM</b>	<b>+0</b>	<b>+1</b>	<b>ALL WEAPONS LOSE 1AD</b>											
<b>4</b>	<b>POWER FLUCTUATIONS</b>	<b>+0</b>	<b>+0</b>	<b>ALL WEP5 NEED 4+ TO FIRE</b>											
<b>5</b>	<b>WEAPONS OFFLINE</b>	<b>+2</b>	<b>+2</b>	<b>NO FIRING 1 RANDOM ARC</b>											
<b>6</b>	<b>AMMO EXPLOSION</b>	<b>+3</b>	<b>+4</b>	<b>NO WEAPONS MAY FIRE</b>											
<b>5</b>	<b>CREW CRITICALS</b>	<b>Dam.</b>	<b>Crew</b>	<b>Effect</b>											
<b>1-2</b>	<b>FIRE</b>	<b>+0</b>	<b>+2</b>	<b>-</b>											
<b>3-4</b>	<b>MULTIPLE FIRES</b>	<b>+0</b>	<b>+3</b>	<b>-</b>											
<b>5</b>	<b>LOCAL DECOMPRESSION</b>	<b>+1</b>	<b>+3</b>	<b>-</b>											
<b>6</b>	<b>HULL BREACH</b>	<b>+2</b>	<b>+4</b>	<b>-</b>											
<b>6</b>	<b>VITAL SYSTEMS CRITICALS</b>	<b>Dam.</b>	<b>Crew</b>	<b>Effect</b>											
<b>1</b>	<b>BRIDGE HIT</b>	<b>+0</b>	<b>+1</b>	<b>NO SPECIAL ACTIONS</b>											
<b>2</b>	<b>ENGINEERING</b>	<b>+4</b>	<b>+3</b>	<b>NO DAMAGE CONTROL</b>											
<b>3</b>	<b>WEAPONS CONTROL</b>	<b>+4</b>	<b>+4</b>	<b>NO FIRING 1 RANDOM ARC</b>											
<b>4</b>	<b>SECONDARY EXPLSN5</b>	<b>+106</b>	<b>+106</b>	<b>-</b>											
<b>5</b>	<b>REACTOR IMPLOSION</b>	<b>+206</b>	<b>+406</b>	<b>-</b>											
<b>6</b>	<b>CATASTROPHIC EXPLSN</b>	<b>406</b>	<b>+206</b>	<b>-</b>											
				<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>											