

Earth Alliance (Crusade) - Raid

Delphi Advanced Scout

Service date 2268+
Hull 5
Turns 2/45°
Craft Starfury Flight (1)
Special Interceptors 2
Jump Point
Scout*
Stealth 5+

WEAPON NAME	RANGE	AD	SPECIAL
Boresight			
Medium Laser Cannon	15	2	B/SAP
Forward			
Medium Pulse Cannon	10	4	
Port			
Particle Beams	5	6	AFW
Starboard			
Particle Beams	5	6	AFW
Aft			
Medium Pulse Cannon	10	4	
Boresight (Aft)			
Turret			

*The Delphi has no range limit on the use of its scout trait, instead of the usual 24" range.

Name / Crew Quality							

Speed / Troops							
12	0	12	0	12	0	12	0

Hull Damage																												
			5						10					5					10									
		15									15							15										10

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

Crew Casualties																																				
			5						10					5				10									5						10			
		15						20						15				20								15					20					10

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

CRITICAL HITS			
1-2	ENGINE CRITICALS	Dam.	Crew
1-2	POWER RELAYS DESTROYED	+0	+0
	Effect		
	-1 SPEED		
3-4	THRUSTERS DAMAGED	+1	+0
	Effect		
	-2 SPEED		
5	FUEL SYSTEM RUPTURED	+2	+1
	Effect		
	-4 SPEED		
6	ENGINES DISABLED	+3	+1
	Effect		
	0 SPEED, NO SPECIAL ACTIONS		
3	REACTOR CRITICALS	Dam.	Crew
	Effect		
1-3	CAPACITORS DAMAGED	+0	+1
	Effect		
	-2 SPEED		
4-5	REACTOR GAS LEAK	+0	+3
	Effect		
	NO SPECIAL ACTIONS		
6	REACTOR EXPLOSION	+3	+4
	Effect		
	0 SPEED, NO SPECIAL ACTIONS		
4	WEAPON CRITICALS	Dam.	Crew
	Effect		
1-3	TARGETING SYSTEM DAMAGED	+0	+1
	Effect		
	ALL WEAPONS LOSE 1AD		
4	POWER FLUCTUATIONS	+0	+0
	Effect		
	ALL WEAPONS NEED 4+ TO FIRE		
5	WEAPONS OFFLINE	+2	+2
	Effect		
	NO FIRING 1 RANDOM ARC		
6	CATASTROPHIC AMMO EXPLOSION	+3	+4
	Effect		
	NO WEAPONS MAY FIRE		
5	CREW CRITICALS	Dam.	Crew
	Effect		
1-2	FIRE	+0	+2
	Effect		
	-		
3-4	MULTIPLE FIRES	+0	+3
	Effect		
	-		
5	LOCALIZED DECOMPRESSION	+1	+3
	Effect		
	-		
6	HULL BREACH	+2	+4
	Effect		
	-		
6	VITAL SYSTEMS CRITICALS	Dam.	Crew
	Effect		
1	BRIDGE HIT	+0	+1
	Effect		
	NO SPECIAL ACTIONS		
2	ENGINEERING	+4	+3
	Effect		
	NO DAMAGE CONTROL		
3	WEAPONS CONTROL	+4	+4
	Effect		
	NO FIRING 1 RANDOM ARC		
4	SECONDARY EXPLOSIONS	+106	+106
	Effect		
	-		
5	REACTOR IMPLOSION	+206	+406
	Effect		
	-		
6	CATASTROPHIC EXPLOSION	406	+206
	Effect		
	-		

VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL