

Earth Alliance (Early Years)		Name / Crew Quality																	
- Skirmish																			
Hyperion Rail Cruiser		Speed / Troops																	
		8		3		8		3		8		3							
		Hull Damage																	
		5		10		5		10		5		10							
		15		20		15		20		15		20							
		25		30		25		30		25		30							
Service date 2246+																			
Hull 5																			
Turns 2/45°																			
Craft Starfury Flight (1)																			
Special Interceptors 2																			
Jump Point																			
WEAPON NAME		RANGE		AD		SPECIAL													
Boresight																			
Forward																			
Railguns	12	4	AP/DD																
Port																			
Medium Pulse Cannon	10	6																	
Starboard																			
Medium Pulse Cannon	10	6																	
Aft																			
Railguns	12	3	AP/DD																
Boresight (Aft)																			
Turret																			
Particle Beams	5	4	AFW																
				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							
		25		30		25		30		25		30							
				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	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																			