

Earth Alliance (Third Age) - Battle			Name / Crew Quality																		
Hyperion Command Cruiser			Speed / Troops																		
			8				4				8				4						
			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	Command +1 Interceptors 3 Jump Point																				
WEAPON NAME	RANGE	AD	SPECIAL																		
Boresight																					
Heavy Laser Cannon	18	4	B/DD/SAP																		
Heavy Pulse Cannon	12	8	TL																		
Forward																					
Medium Pulse Cannon	10	6																			
Port																					
Medium Pulse Cannon	10	6																			
Starboard																					
Medium Pulse Cannon	10	6																			
Aft																					
Medium Pulse Cannon	10	6																			
Boresight (Aft)																					
Heavy Pulse Cannon	18	2	B/DD/SAP																		
Turret																					
Particle Beams	5	5	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		
				35						35						35					
				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																	