

Earth Alliance (Crusade) - Skirmish			Name / Crew Quality											
Hyperion Assault Cruiser			Speed / Troops											
			8		6		8		6		8		6	
			Hull Damage											
			5		10		5		10		5		10	
			15		20		15		20		15		20	
			25		30		25		30		25		30	
Service date 2230+ Hull 5 Turns 2/45° Craft Special Interceptors 2 Jump Point Shuttles 2			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											
WEAPON NAME RANGE AD SPECIAL Boresight Forward Medium Pulse Cannon 10 6 Medium Plasma Cannon 8 6 AP/TL Port Medium Pulse Cannon 10 6 Starboard Medium Pulse Cannon 10 6 Aft Medium Pulse Cannon 10 4 Boresight (Aft) Turret Particle Beams 5 4 AFW														
			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											