

Earth Alliance (Early Years) - Skirmish		Name / Crew Quality																	
Hyperion Assault Cruiser		Speed / Troops																	
		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																		
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																
		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																			