

Earth Alliance (Early Years)		Name / Crew Quality																	
- Skirmish																			
Hyperion Rail Cruiser		Speed / Troops																	
		8			3			8			3								
<b>Service date</b> 2246+ <b>Hull</b> 5 <b>Turns</b> 2/45° <b>Craft</b> Starfury Flight (1) <b>Special</b> Interceptors 2 Jump Point	Hull Damage																		
	5			10			5			10			5			10			
15			20			15			20			15			20				
25			30			25			30			25			30				
WEAPON NAME		RANGE		AD		SPECIAL													
<b>Boresight</b>																			
<b>Forward</b>																			
Railguns	12	4	AP/DD																
<b>Port</b>																			
Medium Pulse Cannon	10	6																	
<b>Starboard</b>																			
Medium Pulse Cannon	10	6																	
<b>Aft</b>																			
Railguns	12	3	AP/DD																
<b>Boresight (Aft)</b>																			
<b>Turret</b>																			
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																	
<b>CRITICAL HITS</b>																			
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											-					
<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>																			