

Earth Alliance (Early Years) - Raid			Name / Crew Quality																	
Hyperion 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											
<b>Boresight</b>																				
Heavy Laser Cannon			18			4			B/DD/SAP											
<b>Forward</b>																				
Medium Pulse Cannon			10			6														
Medium Plasma Cannon			8			4			AP/TL											
<b>Port</b>																				
Medium Pulse Cannon			10			6														
<b>Starboard</b>																				
Medium Pulse Cannon			10			6														
<b>Aft</b>																				
Medium Pulse Cannon			10			6														
<b>Boresight (Aft)</b>																				
Heavy Laser Cannon			18			2			B/DD/SAP											
<b>Turret</b>																				
Particle Beams			5			4			AF/W											
			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>																				