

Earth Alliance (Early Years) - Battle		Name / Crew Quality	
Orion Starbase		Troops	
		35	
		Hull Damage	
		600 / 300 / 150	
Service date	2240+		
Hull	5		
Craft	Starfury Flight (8)		
Special	Carrier 2		
	Command +1		
	Defence Network 6		
	Immobile		
	Interceptors 8		
	Space Station		
	Targets 3		
WEAPON NAME	RANGE AD	SPECIAL	
Heavy Pulse Cannon	24 8	TL	
Railguns	20 4	AP/DD	
Missile Racks	40 2	P/SL/SAP	
Missile Variants: The Orion Starbase may not use the missile variants detailed in Sky Full Of Stars.			
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 IAD
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			
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