

Earth Alliance (Early Years) - Skirmish				Name / Crew Quality															
Sagittarius Cruiser				Speed / Troops															
				6				1				6				1			
				Hull Damage															
				5				10				5				10			
				15				20				15				20			
				25				25				25				25			
Service date 2230+																			
Hull 4																			
Turns 1/45°																			
Craft																			
Special Interceptors 2																			
WEAPON NAME				RANGE				AD				SPECIAL							
Boresight																			
Forward																			
Missile Rack				30				2				P/SL/SAP							
Port																			
Missile Rack				30				6				P/SL/SAP							
Starboard																			
Missile Rack				30				6				P/SL/SAP							
Aft																			
Missile Rack				30				2				P/SL/SAP							
Boresight (Aft)																			
Turret																			
				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			
				15				20				15				20			
				25				25				25				25			
				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																			
		Dam.		Crew		Effect													
1-2	ENGINE CRITICALS	+0	+0																
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																			