

Earth Alliance (Third Age) - Battle			Name / Crew Quality											
Hyperion Command Cruiser			Speed / Troops											
			8	4	8	4	8	4	8	4	8	4	8	4
Service date	2246+		Hull Damage											
Hull	5		5	10	5	10	5	10	5	10	5	10	5	10
Turns	2/45°		15	20	15	20	15	20	15	20	15	20	15	20
Craft	Starfury Flight (1)		25	30	25	30	25	30	25	30	25	30	25	30
Special	Command +1 Interceptors 3 Jump Point													
WEAPON NAME RANGE AD SPECIAL														
Boresight														
Heavy Laser Cannon	18	4	B/DD/SAP											
Heavy Pulse Cannon	12	8	TL											
Forward			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											
Medium Pulse Cannon	10	6	Crew Casualties											
Port			5	10	5	10	5	10	5	10	5	10	5	10
Medium Pulse Cannon	10	6	15	20	15	20	15	20	15	20	15	20	15	20
Starboard			25	30	25	30	25	30	25	30	25	30	25	30
Medium Pulse Cannon	10	6												
Aft														
Medium Pulse Cannon	10	6												
Boresight (Aft)			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											
Heavy Pulse Cannon	18	2	B/DD/SAP											
Turret														
Particle Beams	5	5	AFW											
			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														