

Earth Alliance (Third Age) - Battle		Name / Crew Quality																	
Orion Starbase		Troops																	
		35																	
Service date 2240+ Hull 5 Craft Starfury Flight (8) Special Carrier 2 Command +1 Defence Network 6 Immobile Interceptors 8 Space Station Targets 3		Hull Damage																	
		600 / 300 / 150																	
<table border="1"> <thead> <tr> <th>WEAPON NAME</th> <th>RANGE</th> <th>AD</th> <th>SPECIAL</th> </tr> </thead> <tbody> <tr> <td>Heavy Pulse Cannon</td> <td>24</td> <td>8</td> <td>TL</td> </tr> <tr> <td>Railguns</td> <td>20</td> <td>4</td> <td>AP/DD</td> </tr> <tr> <td>Missile Racks</td> <td>40</td> <td>2</td> <td>P/SL/SAP</td> </tr> </tbody> </table>		WEAPON NAME	RANGE	AD	SPECIAL	Heavy Pulse Cannon	24	8	TL	Railguns	20	4	AP/DD	Missile Racks	40	2	P/SL/SAP		
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 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																			