

Earth Alliance (Crusade) - Battle		Name / Crew Quality																	
Apollo Bombardment Cruiser		Speed / Troops																	
		7			2			7			2								
		Hull Damage																	
		5			10			5			10			5			10		
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Service date 2267+																			
Hull 6																			
Turns 1/45°																			
Craft																			
Special Interceptors 3 Jump Point																			
WEAPON NAME		RANGE AD		SPECIAL															
Boresight																			
Forward																			
Advanced Missile Rack 30 8 P/SL*/SAP		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																	
Port																			
Starboard																			
Aft																			
Advanced Missile Rack 30 2 P/SL*/SAP																			
Boresight (Aft)																			
Turret																			
Particle Beams 3 6 AF/W																			
*These weapons ignore the Slow-Loading trait unless the Apollo is Crippled.																			
		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																			
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																			