

Earth Alliance (Crusade) - Skirmish			Name / Crew Quality					
Hyperion Assault Cruiser			Speed / Troops					
			8	6	8	6	8	6
Service date 2230+			Hull Damage					
Hull 5			5	10	5	10	5	10
Turns 2/45°			15	20	15	20	15	20
Craft			25	30	25	30	25	30
Special Interceptors 2 Jump Point Shuttles 2								
WEAPON NAME RANGE AD SPECIAL								
Boresight			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					
Forward								
Medium Pulse Cannon	10	6	Crew Casualties					
Medium Plasma Cannon	8	6 AP/TL	5	10	5	10	5	10
Port			15	20	15	20	15	20
Medium Pulse Cannon	10	6	25	30	25	30	25	30
Starboard			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					
Medium Pulse Cannon	10	6						
Aft			CRITICAL HITS					
Medium Pulse Cannon	10	4	1-2	ENGINE CRITICALS	Dam.	Crew	Effect	
Boresight (Aft)			1-2	POWER RELAYS DESTROYED	+0	+0	-1 SPEED	
Turret			3-4	THRUSTERS DAMAGED	+1	+0	-2 SPEED	
Particle Beams	5	4 AFW	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					