

Earth Alliance (Early Years)		Name / Crew Quality											
- Skirmish													
Hyperion Assault Cruiser		Speed / Troops											
		8		6		8		6		8		6	
		Hull Damage											
		5		10		5		10		5		10	
		15		20		15		20		15		20	
		25		30		25		30		25		30	
Service date		2230+											
Hull		5											
Turns		2/45°											
Craft													
Special		Interceptors 2 Jump Point Shuttles 2											
WEAPON NAME		RANGE		AD		SPECIAL							
Boresight													
Forward													
Medium Pulse Cannon	10	6											
Medium Plasma Cannon	8	6	AP/TL										
Port													
Medium Pulse Cannon	10	6											
Starboard													
Medium Pulse Cannon	10	6											
Aft													
Medium Pulse Cannon	10	4											
Boresight (Aft)													
Turret													
Particle Beams	5	4	AF/W										
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		5		10	
		15		20		15		20		15		20	
		25		30		25		30		25		30	
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													