

Earth Alliance (Early Years) - Skirmish			Name / Crew Quality											
Hyperion Missile Cruiser			Speed / Troops											
			8		1		8		1		8		1	
Service date	2217-2230		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													
WEAPON NAME	RANGE AD	SPECIAL												
Boresight														
Forward														
Missile Racks	20	3 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											
Medium Pulse Cannon	10	6												
Port			Crew Casualties											
Missile Racks	20	2 P/SL/SAP	5		10		5		10		5		10	
Medium Pulse Cannon	10	4	15		20		15		20		15		20	
			25		30		25		30		25		30	
Starboard														
Missile Racks	20	2 P/SL/SAP												
Medium Pulse Cannon	10	4												
Aft														
Missile Racks	20	1 P/SL/SAP												
Boresight (Aft)														
Turret														
Particle Beams	5	2 AF/W	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											