

Earth Alliance (Early Years) - Skirmish				Name / Crew Quality																			
Olympus Corvette				Speed / Troops																			
				8			3			8			3			8			3				
Service date 2202-2265				Hull Damage																			
Hull 4				5			10			5			10			5			10				
Turns 2/45°				15			20			15			20			15			20				
Craft				25			30			25			30			25			30				
Special Interceptors 1																							
WEAPON NAME				RANGE AD				SPECIAL															
Boresight																							
Forward																							
Medium Pulse Cannon				10		6		TL															
Missile Rack				30		2		P/SL/SAP															
Port																							
Medium Pulse Cannon				10		6		TL															
Starboard																							
Medium Pulse Cannon				10		6		TL															
Aft																							
Boresight (Aft)																							
Turret																							
Railguns				12		4		AP/DD															
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																							