

Earth Alliance (Early Years) - Battle		Name / Crew Quality	
Orion Starbase		Troops	
		35	
		Hull Damage	
		600 / 300 / 150	
Service date	2240+		
Hull	5		
Craft	Starfury Flight (8)		
Special	Carrier 2		
	Command +1		
	Defence Network 6		
	Immobile		
	Interceptors 8		
	Space Station		
	Targets 3		
WEAPON NAME	RANGE AD	SPECIAL	
Heavy Pulse Cannon	24 8	TL	
Railguns	20 4	AP/DD	
Missile Racks	40 2	P/SL/SAP	
Missile Variants: The Orion Starbase may not use the missile variants detailed in Sky Full Of Stars.			
CRITICAL HITS			
1-2	ENGINE CRITICALS	Dam.	Crew
	POWER RELAYS DESTROYED	+0	+0
	THRUSTERS DAMAGED	+1	+0
3-4	FUEL SYSTEM RUPTURED	+2	+1
5	ENGINES DISABLED	+3	+1
	REACTOR CRITICALS	Dam.	Crew
	CAPACITORS DAMAGED	+0	+1
1-3	REACTOR GAS LEAK	+0	+3
4-5	REACTOR EXPLOSION	+3	+4
6	WEAPON CRITICALS	Dam.	Crew
	TARGETING SYSTEM DAMAGED	+0	+1
1-3	POWER FLUCTUATIONS	+0	+0
4	WEAPONS OFFLINE	+2	+2
5	CATASTROPHIC AMMO EXPLOSION	+3	+4
6	CREW CRITICALS	Dam.	Crew
	FIRE	+0	+2
1-2	MULTIPLE FIRES	+0	+3
3-4	LOCALIZED DECOMPRESSION	+1	+3
5	HULL BREACH	+2	+4
6	VITAL SYSTEMS CRITICALS	Dam.	Crew
	BRIDGE HIT	+0	+1
1	ENGINEERING	+4	+3
2	WEAPONS CONTROL	+4	+4
3	SECONDARY EXPLOSIONS	+106	+106
4	REACTOR IMPLOSION	+206	+406
5	CATASTROPHIC EXPLOSION	406	+206
6	VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL		