

Earth Alliance (Early Years) - Skirmish				Name / Crew Quality																											
Sagittarius Cruiser				Speed / Troops																											
				6				1				6				1				6				1							
				Hull Damage																											
				5				10				5				10				5				10							
				15				20				15				20				15				20							
				25				25				25				25				25				25							
Service date 2230+																															
Hull 4																															
Turns 1/45°																															
Craft																															
Special Interceptors 2																															
WEAPON NAME				RANGE				AD				SPECIAL																			
				Boresight																											
				Forward																											
Missile Rack				30				2				P/SL/SAP																			
				Port																											
Missile Rack				30				6				P/SL/SAP																			
				Starboard																											
Missile Rack				30				6				P/SL/SAP																			
				Aft																											
Missile Rack				30				2				P/SL/SAP																			
				Boresight (Aft)																											
				Turret																											
				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				25				25				25				25				25							
				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																															