

<b>Earth Alliance (Third Age) - Skirmish</b>		Name / Crew Quality																
<b>Hyperion Assault Cruiser</b>		Speed / Troops																
		8		6		8		6		8		6						
		Hull Damage																
					5				10				5				10	
					15				20				15				20	
					25				30				25				30	
<b>Service date</b>	2230+																	
<b>Hull</b>	5																	
<b>Turns</b>	2/45°																	
<b>Craft</b>																		
<b>Special</b>	Interceptors 2 Jump Point Shuttles 2																	
<b>WEAPON NAME</b>		<b>RANGE</b>		<b>AD</b>		<b>SPECIAL</b>												
<b>Boresight</b>																		
<b>Forward</b>																		
Medium Pulse Cannon	10	6																
Medium Plasma Cannon	8	6	AP/TL															
<b>Port</b>																		
Medium Pulse Cannon	10	6																
<b>Starboard</b>																		
Medium Pulse Cannon	10	6																
<b>Aft</b>																		
Medium Pulse Cannon	10	4																
<b>Boresight (Aft)</b>																		
<b>Turret</b>																		
Particle Beams	5	4	AFW															
		<b>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</b>																
		<b>Crew Casualties</b>																
					5				10				5				10	
					15				20				15				20	
					25				30				25				30	
		<b>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</b>																
<b>CRITICAL HITS</b>																		
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														-
<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>																		