

Interstellar Alliance - War			Name / Crew Quality							
White Star Gunship			Speed / Troops							
			12	1	12	1	12	1		
Service date 2271+ Hull 5 Turns 2/90° Craft White Star Fighter Flight (1) Special Adaptive Armour Advanced Jump Point Dodge 5+ Flight Computer Self-Repair 1d6			Hull Damage							
			24 / 5		24 / 5		24 / 5			
WEAPON NAME RANGE AD SPECIAL			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							
Boresight Forward Improved Neutron Laser 18 4 B/P/SAP/TO Molecular Pulsar 10 8 AF/AP/DD/P Missile Racks 30 4 P/SL/SAP Port Starboard Aft Boresight (Aft) Turret			Crew Casualties							
			5 10		5 10		5 10			
			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							