

Interstellar Alliance - Battle		Name / Crew Quality					
WSC-2 White Star		Speed / Troops					
		12	1	12	1	12	1
Service date 2267+ Hull 5 Turns 2/90° Craft Nial Flight (1) Special Adaptive Armour Advanced Jump Point Dodge 3+ Flight Computer Self-Repair 2		Hull Damage					
		15 / 3		15 / 3		15 / 3	
WEAPON NAME		RANGE	AD	SPECIAL			
Boresight Forward Improved Neutron Cannon 18 2 B/P/SAP/TO Molecular Pulsar 10 8 AF/AP/DD/P Missile Rack 30 2 P/SU/SAP Port Starboard Aft 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
		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							