


	Early Earth Alliance	2205-2239	
	Tiger-class Starfury		
Turns:	SM	Hull:	3
Speed:	8	Troops:	--
Special:	Dodge 3, Fighter		
Dogfight:	+0		
			
Notes:			

Weapon	Arc	Range	AD	Special
Burst Plasma Cannon	T	2	1	Double Damage
Missile Rack	T	2	1	AP

Name: Crew Quality:

A Call To Arms Critical Hit Table					
1-2	Engine Critical	Dmg.	Crew	Effect	
1-2	Power Relay Destroyed	+0	+0	-1 Speed	
3-4	Thruster Damaged	+1	+0	-2 Speed	
5	Fuel System Ruptured	+2	+1	-4 Speed	
6	Engines Disabled	+3	+1	Speed 0 No SA	
3	Reactor Critical	Dmg.	Crew	Effect	
1-3	Capacitors Damaged	+0	+1	-2 Speed	
4-5	Reactor Gas Leak	+0	+3	No SA	
6	Reactor Explosion	+3	+4	Speed 0 No SA	
4	Weapon Critical	Dmg.	Crew	Effect	
1-3	Targeting System Damaged	+0	+1	All Weapons -1 AD	
4	Power Fluctuations	+0	+0	All Weapons 4+	
5	Weapons Offline	+2	+2	-1 Weapon Arc	
6	Catastrophic Ammo Explosion	+3	+4	No Weapons Fire	
5	Crew Critical	Dmg.	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 System Critical	Dmg.	Crew	Effect	
1	Bridge Hit	+0	+1	No SA	
2	Engineering	+4	+3	No DC	
3	Weapons Control	+4	+4	-1 Weapon Arc	
4	Secondary Explosions	+1D6	+1D6	--	
5	Reactor Implosion	+2D6	+4D6	--	
6	Catastrophic Explosion	+4D6	+2D6	--	

	Early Earth Alliance	2244+	
	Aurora-class Starfury		
Turns:	SM	Hull:	4
Speed:	12	Troops:	--
Special:	Afterburner, Dodge 2, Fighter		
Dogfight:	+2		
			
Notes:			

Weapon	Arc	Range	AD	Special
Uni-Pulse Cannon	T	2	2	Twin-Linked

Name: Crew Quality:



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3-4	Thruster Damaged	+1	+0	-2 Speed	
5	Fuel System Ruptured	+2	+1	-4 Speed	
6	Engines Disabled	+3	+1	Speed 0 No SA	
3	Reactor Critical	Dmg.	Crew	Effect	
1-3	Capacitors Damaged	+0	+1	-2 Speed	
4-5	Reactor Gas Leak	+0	+3	No SA	
6	Reactor Explosion	+3	+4	Speed 0 No SA	
4	Weapon Critical	Dmg.	Crew	Effect	
1-3	Targeting System Damaged	+0	+1	All Weapons -1 AD	
4	Power Fluctuations	+0	+0	All Weapons 4+	
5	Weapons Offline	+2	+2	-1 Weapon Arc	
6	Catastrophic Ammo Explosion	+3	+4	No Weapons Fire	
5	Crew Critical	Dmg.	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 System Critical	Dmg.	Crew	Effect	
1	Bridge Hit	+0	+1	No SA	
2	Engineering	+4	+3	No DC	
3	Weapons Control	+4	+4	-1 Weapon Arc	
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