Interstellar Alliance | **2260+**

White Star

Turns: 2/90° Hull: 5
Speed: 15 Troops: 1

Special: Adaptive Armor, Advanced Jump Point, Dodge 4, Flight Computer, Self Repair 1
Craft: 1 Nial Flight

Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA

Name: Crew Quality:

White Star

Weapon	Arc	Range	AD	Special
Improved Neutron Laser	F	15	1	B, Precise, SAP, TD
Molecular Pulsar	F	10	4	Anti-Fighter, AP, DD

Damage:

Crew: 12 / 3

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White Star

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Damage:

Crew: 12 / 3

Interstellar Alliance | **2050+**

Nial-Class Heavy Fighter

Turns: SM Hull: 3
Speed: 16 Troops: --

Special: Dodge 2, Fighter, Stealth 4

Dogfight: +3

Weapon	Arc	Range	AD	Special
Light Fusion Cannon	T	2	3	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	--

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Dogfight: +3

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