

| BATTLE | | | | | EARTH ALLIANCE | | | | HYPERION Class Command Cruiser | | |
|--------|-------|-------|-------|-------|---------------------------------------|-------|--|--|-----------------------------------|--------------|---------|
| Hull | 6 | | | | Service Date | 2246+ | | | Name | Crew Quality | Ship XP |
| Damage | 30/7 | Crew | | 32/6 | Craft: | | | | | | |
| Troops | 4 | | | | 1 STARFURY FLIGHT | | | | | | |
| Speed | 8 | | | | Special: | | | | | | |
| Turns | 2/45° | 1/45° | 1/45° | 1/45° | COMMAND 1, INTERCEPTORS 2, JUMP POINT | | | | | | |

| | | | | | | | | | | | | | | | | | | |
|-------------|--|----|--|---|--|--|--|----|--|--|--|----|--|--|--|----|--|--|
| Hull Damage | | | | 5 | | | | 10 | | | | 15 | | | | 20 | | |
| Crippled | | 25 | | | | | | 30 | | | | | | | | | | |
| Hull Damage | | | | 5 | | | | 10 | | | | 15 | | | | 20 | | |
| Crippled | | 25 | | | | | | 30 | | | | | | | | | | |
| Hull Damage | | | | 5 | | | | 10 | | | | 15 | | | | 20 | | |
| Crippled | | 25 | | | | | | 30 | | | | | | | | | | |

Crippled: Turns reduced, half speed, only 1 weapon system per arc may be fired, lose Command, lose interceptors, 50% to lose each other special trait.

| Hits | d6 | ENGINE CRITICALS [1-2] | Dam. | Crew | Effect | Hits | d6 | REACTOR CRITICALS [3] | Dam. | Crew | Effect |
|------|-----|------------------------|------|------|-----------------------------|------|-----|-----------------------|------|------|-----------------------------|
| | 1-2 | POWER RELAYS DESTROYED | +0 | +0 | -1 SPEED | | 1-3 | CAPACITORS DAMAGED | +0 | +1 | -2 SPEED |
| | 3-4 | THRUSTERS DAMAGED | +1 | +0 | -2 SPEED | | 4-5 | REACTOR GAS LEAK | +0 | +3 | NO SPECIAL ACTIONS |
| | 5 | FUEL SYSTEM RUPTURED | +2 | +1 | -4 SPEED | | 6 | REACTOR EXPLOSION | +3 | +4 | SPEED 0, NO SPECIAL ACTIONS |
| | 6 | ENGINES DISABLED | +3 | +1 | SPEED 0, NO SPECIAL ACTIONS | | | | | | |

| WEAPON NAME | ARC | RANGE | MOD | AD | MOD | SPECIAL |
|---------------------|------|-------|-----|----|-----|-------------------------------|
| Heavy Laser Cannon | B | 18 | --- | 4 | --- | Beam, Double Damage, Super AP |
| Heavy Laser Cannon | B(a) | 18 | --- | 2 | --- | Beam, Double Damage, Super AP |
| Heavy Pulse Cannon | F | 12 | --- | 6 | --- | Twin-Linked |
| Medium Pulse Cannon | F | 10 | --- | 6 | --- | |
| Medium Pulse Cannon | P | 10 | --- | 6 | --- | |
| Medium Pulse Cannon | S | 10 | --- | 6 | --- | |
| Medium Pulse Cannon | A | 10 | --- | 6 | --- | |
| Particle Beams | T | 5 | --- | 4 | --- | Anti-Fighter, Weak |

| Hits | d6 | WEAPON CRITICALS [4] | Dam. | Crew | Effect | WEAPON FIRE ARCS | | |
|------|-----|-----------------------------------|------|------|-------------------------------|------------------|--|--|
| | 1-3 | TARGETING SYSTEM DAMAGED | +0 | +1 | ALL WEAPONS LOSE 1 AD (MIN 0) | | | |
| | 4 | POWER FLUCTUATIONS | +0 | +0 | ALL WEAPONS NEED 4+ TO FIRE | | | |
| | 5 | WEAPONS OFFLINE | +2 | +2 | NO FIRING 1 RANDOM ARC | | | |
| | 6 | CATASTROPHIC AMMUNITION EXPLOSION | +3 | +4 | NO WEAPONS MAY FIRE | | | |

| | | | | | | | | | | | | | | | | | | | |
|-----------------|--|--|--|----|--|--|--|----|--|--|--|----|--|--|--|----|--|--|----|
| Crew Casualties | | | | 5 | | | | 10 | | | | 15 | | | | 20 | | | 25 |
| Skeleton Crew | | | | 30 | | | | | | | | | | | | | | | |
| Crew Casualties | | | | 5 | | | | 10 | | | | 15 | | | | 20 | | | 25 |
| Skeleton Crew | | | | 30 | | | | | | | | | | | | | | | |
| Crew Casualties | | | | 5 | | | | 10 | | | | 15 | | | | 20 | | | 25 |
| Skeleton Crew | | | | 30 | | | | | | | | | | | | | | | |

Skeleton Crew: No special orders allowed, lose Command, only one weapon system per turn may be fired, all DC checks at -2.

| Hits | d6 | CREW CRITICALS [5] | Dam. | Crew | Effect | Hits | d6 | VITAL SYSTEMS CRITICALS [6] | Dam. | Crew | Effect |
|--|-----|-------------------------|------|------|--------|------|----|-----------------------------|------|------|---------------------------------|
| | 1-2 | FIRE | +0 | +2 | - | | 1 | BRIDGE HIT | +0 | +1 | NO SPECIAL ACTIONS |
| | 3-4 | MULTIPLE FIRES | +0 | +3 | - | | 2 | ENGINEERING | +4 | +3 | NO DAMAGE CONTROL PERMITTED |
| | 5 | LOCALISED DECOMPRESSION | +1 | +3 | - | | 3 | WEAPONS CONTROL | +4 | +4 | NO FIRING OUT OF ONE RANDOM ARC |
| | 6 | HULL BREACH | +2 | +4 | - | | 4 | SECONDARY EXPLOSIONS | +106 | +106 | - |
| *** VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED *** | | | | | | | 5 | REACTOR IMPLOSION | +206 | +406 | - |
| | | | | | | | 6 | CATASTROPHIC EXPLOSION | +406 | +206 | - |

For more information, see Babylon 5: A Call to Arms Advanced Rules and Updates in *Sky Full of Stars*