

Earth Alliance (Crusade) - Patrol				Name / Crew Quality																				
Hermes Transport				Speed / Troops																				
				12			1			12			1			12			1					
				Hull Damage																				
				5			10			5			10			5			10					
Service date	2168+																							
Hull	4																							
Turns	2/45°																							
Craft	Starfury Flight (1)																							
Special	Interceptors 1																							
	Jump Point																							
WEAPON NAME																RANGE			AD			SPECIAL		
Boresight																								
Forward																								
Missile Rack	30	2	P/S/SAP																					
Particle Beams	5	6	AF/W																					
Port																								
Particle Beams	5	4	AF/W																					
Starboard																								
Particle Beams	5	4	AF/W																					
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																								