

Earth Alliance (Early Years)		Name / Crew Quality															
- Skirmish																	
Artemis Escort Frigate		Speed / Troops															
		10	2	10	2	10	2	10	2	10	2	10	2				
		Hull Damage															
		5	10	5	10	5	10	5	10	5	10	5	10				
		15	20	15	20	15	20	15	20	15	20	15	20				
Service date	2242-2248																
Hull	5																
Turns	2/45°																
Craft																	
Special	Interceptors 2																
WEAPON NAME		RANGE AD		SPECIAL													
Boresight																	
Forward																	
Medium Pulse Cannon	10	10															
Port																	
Particle Beams	5	6 AF/TLW															
Starboard																	
Particle Beams	5	6 AF/TLW															
Aft																	
Medium Pulse Cannon	10	4															
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	5	10	5	10	5	10				
		15	20	15	20	15	20	15	20	15	20	15	20				
		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																	