

**Earth Alliance (Early Years)
- Patrol**

Hermes Transport

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 4 **AF/W**

Port
Particle Beams 5 4 **AF/W**

Starboard
Particle Beams 5 4 **AF/W**

Aft
Boresight (Aft)
Turret

Name / Crew Quality																	
Speed / Troops																	
12			1			12			1			12			1		
Hull Damage																	
5			10			5			10			5			10		
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																	