

Earth Alliance (Early Years) - Patrol		Name / Crew Quality																																	
Tethys Cutter		Speed / Troops																																	
		10	0	10	0	10	0																												
<b>Service date</b> 2246+ <b>Hull</b> 4 <b>Turns</b> 2/90° <b>Craft</b> <b>Special</b> Interceptors 1		<b>Hull Damage</b> <table border="1"> <tr> <td>5</td><td></td><td></td><td></td><td></td><td></td><td></td> <td>5</td><td></td><td></td><td></td><td></td><td></td><td></td> <td>5</td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> </table>						5							5							5													
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<b>WEAPON NAME</b> <b>RANGE AD SPECIAL</b>  <b>Boresight</b> <b>Forward</b> <b>Medium Pulse Cannon</b> 10   6 <b>Light Pulse Cannon</b> 8   2  <b>Port</b> <b>Light Pulse Cannon</b> 8   2  <b>Starboard</b> <b>Light Pulse Cannon</b> 8   2  <b>Aft</b> <b>Boresight (Aft)</b> <b>Turret</b>		<b>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</b> <b>Crew Casualties</b> <table border="1"> <tr> <td>5</td><td></td><td></td><td></td><td></td><td></td><td></td> <td>10</td><td></td><td></td><td></td><td></td><td></td><td></td> <td>5</td><td></td><td></td><td></td><td></td><td></td><td></td> <td>10</td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> </table>						5							10							5							10						
5							10							5							10														
		<b>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</b>																																	
		<b>CRITICAL HITS</b>																																	
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				-																												
<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>																																			