

Earth Alliance (Third Age) - Patrol				Name / Crew Quality																				
Hermes Transport				Speed / Troops																				
				12			1			12			1			12			1					
Service date 2168+				Hull Damage																				
Hull 4				5			10			5			10			5			10					
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																								
				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																								