

Earth Alliance (Early Years) - Patrol		Name / Crew Quality					
Tethys Cutter		Speed / Troops					
		10	0	10	0	10	0
Service date 2246+		Hull Damage					
Hull 4		5		5		5	
Turns 2/90°		<p>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</p>					
Craft							
Special Interceptors 1		Crew Casualties					
5		10		10		10	
WEAPON NAME		RANGE AD		SPECIAL			
Boresight							
Forward							
Medium Pulse Cannon	10	6					
Light Pulse Cannon	8	2					
Port							
Light Pulse Cannon	8	2					
Starboard							
Light Pulse Cannon	8	2					
Aft							
Boresight (Aft)							
Turret							
		<p>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</p>					
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							