

**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
<b>Boresight</b>			
<b>Forward</b>			
Missile Rack	30	2	P/S/SAP
Particle Beams	5	4	AF/W
<b>Port</b>			
Particle Beams	5	4	AF/W
<b>Starboard</b>			
Particle Beams	5	4	AF/W
<b>Aft</b>			
<b>Boresight (Aft)</b>			
<b>Turret</b>			

Name / Crew Quality					

Speed / Troops					
12	1	12	1	12	1

Hull Damage					
	5		10		5

--	--	--

**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

--	--	--

**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
	POWER RELAYS DESTROYED	+0	+0
			Effect
			-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**