

Earth Alliance (Early Years) - Patrol		Name / Crew Quality					
<b>Tethys Laser Boat</b>		Speed / Troops					
		8	0	8	0	8	0
Service date 2246+		Hull Damage					
Hull 4		5		5		5	
Turns 2/90°		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					
Craft							
Special Interceptors 1		Crew Casualties					
5		10		10		10	
WEAPON NAME RANGE AD SPECIAL		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>Boresight</b>							
Medium Pulse Laser 15 2 B/DD/SL/SAP		CRITICAL HITS					
<b>Forward</b>		1-2		ENGINE CRITICALS		Dam. Crew Effect	
Light Pulse Cannon 8 2		1-2		POWER RELAYS DESTROYED		+0 +0 -1 SPEED	
<b>Port</b>		3-4		THRUSTERS DAMAGED		+1 +0 -2 SPEED	
Light Pulse Cannon 8 2		5		FUEL SYSTEM RUPTURED		+2 +1 -4 SPEED	
<b>Starboard</b>		6		ENGINES DISABLED		+3 +1 0 SPEED, NO SPECIAL ACTIONS	
Light Pulse Cannon 8 2		3		REACTOR CRITICALS		Dam. Crew Effect	
<b>Aft</b>		1-3		CAPACITORS DAMAGED		+0 +1 -2 SPEED	
Boresight (Aft)		4-5		REACTOR GAS LEAK		+0 +3 NO SPECIAL ACTIONS	
Turret		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					