

Earth Alliance (Early Years) - Patrol				Name / Crew Quality																																																																																																																																										
Tethys Missile Boat				Speed / Troops																																																																																																																																										
Service date 2246+ Hull 4 Turns 2/90° Craft Special Interceptors 1				8 0 8 0 8 0																																																																																																																																										
				Hull Damage																																																																																																																																										
				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																																																																																																																																										
WEAPON NAME RANGE AD SPECIAL Boresight Forward Missile Racks 20 4 AP/P/SL Port Starboard Aft Boresight (Aft) Turret				CRITICAL HITS																																																																																																																																										
				<table border="1"> <thead> <tr> <th></th> <th></th> <th>Dam.</th> <th>Crew</th> <th>Effect</th> </tr> </thead> <tbody> <tr> <td>1-2</td> <td>ENGINE CRITICALS</td> <td>+0</td> <td>+0</td> <td></td> </tr> <tr> <td>1-2</td> <td>POWER RELAYS DESTROYED</td> <td>+0</td> <td>+0</td> <td>-1 SPEED</td> </tr> <tr> <td>3-4</td> <td>THRUSTERS DAMAGED</td> <td>+1</td> <td>+0</td> <td>-2 SPEED</td> </tr> <tr> <td>5</td> <td>FUEL SYSTEM RUPTURED</td> <td>+2</td> <td>+1</td> <td>-4 SPEED</td> </tr> <tr> <td>6</td> <td>ENGINES DISABLED</td> <td>+3</td> <td>+1</td> <td>0 SPEED, NO SPECIAL ACTIONS</td> </tr> <tr> <td>3</td> <td>REACTOR CRITICALS</td> <td>Dam.</td> <td>Crew</td> <td>Effect</td> </tr> <tr> <td>1-3</td> <td>CAPACITORS DAMAGED</td> <td>+0</td> <td>+1</td> <td>-2 SPEED</td> </tr> <tr> <td>4-5</td> <td>REACTOR GAS LEAK</td> <td>+0</td> <td>+3</td> <td>NO SPECIAL ACTIONS</td> </tr> <tr> <td>6</td> <td>REACTOR EXPLOSION</td> <td>+3</td> <td>+4</td> <td>0 SPEED, NO SPECIAL ACTIONS</td> </tr> <tr> <td>4</td> <td>WEAPON CRITICALS</td> <td>Dam.</td> <td>Crew</td> <td>Effect</td> </tr> <tr> <td>1-3</td> <td>TARGETING SYSTEM DAMAGED</td> <td>+0</td> <td>+1</td> <td>ALL WEAPONS LOSE 1AD</td> </tr> <tr> <td>4</td> <td>POWER FLUCTUATIONS</td> <td>+0</td> <td>+0</td> <td>ALL WEAPONS NEED 4+ TO FIRE</td> </tr> <tr> <td>5</td> <td>WEAPONS OFFLINE</td> <td>+2</td> <td>+2</td> <td>NO FIRING 1 RANDOM ARC</td> </tr> <tr> <td>6</td> <td>CATASTROPHIC AMMO EXPLOSION</td> <td>+3</td> <td>+4</td> <td>NO WEAPONS MAY FIRE</td> </tr> <tr> <td>5</td> <td>CREW CRITICALS</td> <td>Dam.</td> <td>Crew</td> <td>Effect</td> </tr> <tr> <td>1-2</td> <td>FIRE</td> <td>+0</td> <td>+2</td> <td>-</td> </tr> <tr> <td>3-4</td> <td>MULTIPLE FIRES</td> <td>+0</td> <td>+3</td> <td>-</td> </tr> <tr> <td>5</td> <td>LOCALIZED DECOMPRESSION</td> <td>+1</td> <td>+3</td> <td>-</td> </tr> <tr> <td>6</td> <td>HULL BREACH</td> <td>+2</td> <td>+4</td> <td>-</td> </tr> <tr> <td>6</td> <td>VITAL SYSTEMS CRITICALS</td> <td>Dam.</td> <td>Crew</td> <td>Effect</td> </tr> <tr> <td>1</td> <td>BRIDGE HIT</td> <td>+0</td> <td>+1</td> <td>NO SPECIAL ACTIONS</td> </tr> <tr> <td>2</td> <td>ENGINEERING</td> <td>+4</td> <td>+3</td> <td>NO DAMAGE CONTROL</td> </tr> <tr> <td>3</td> <td>WEAPONS CONTROL</td> <td>+4</td> <td>+4</td> <td>NO FIRING 1 RANDOM ARC</td> </tr> <tr> <td>4</td> <td>SECONDARY EXPLOSIONS</td> <td>+106</td> <td>+106</td> <td>-</td> </tr> <tr> <td>5</td> <td>REACTOR IMPLOSION</td> <td>+206</td> <td>+406</td> <td>-</td> </tr> <tr> <td>6</td> <td>CATASTROPHIC EXPLOSION</td> <td>406</td> <td>+206</td> <td>-</td> </tr> </tbody> </table>						Dam.	Crew	Effect	1-2	ENGINE CRITICALS	+0	+0		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	-
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