
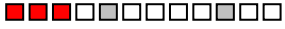

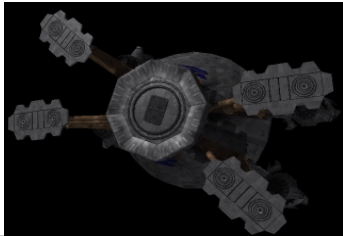



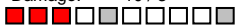
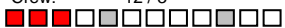
	Third Age Earth Alliance	2168+
	Hermes-class Transport	
Turns:	2/45°	Hull: 4
Speed:	12	Troops: 1
Special:	Interceptors 1, Jump Point	
Craft:	1 Starfury Flight	
		
Notes:		
Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA
Name:	Crew Quality:	



Hermes-class Transport											
Weapon	Arc	Range	AD	Special							
Particle Beam	F		2								
Particle Beam	F	5	6	Anti-Fighter, Weak							
Particle Beam	P	5	4	Anti-Fighter, Weak							
Particle Beam	S	5	4	Anti-Fighter, Weak							
Damage: 10 / 3											
											
Crew: 12 / 3											
											
None											
<table border="1"> <tr> <td>Weapon</td> <td>Arc</td> <td>Range</td> <td>AD</td> <td colspan="2">Special</td> </tr> </table>						Weapon	Arc	Range	AD	Special	
Weapon	Arc	Range	AD	Special							
Name:											
Crew Quality:											

	Third Age Earth Alliance	2203+						
	Breaching Pod							
Turns:	SM	Hull: 6						
Speed:	6	Troops: 1						
Special:	Breaching Pod, Dodge 5							
Dogfight:	--							
								
Notes:								
None								
<table border="1"> <tr> <td>Weapon</td> <td>Arc</td> <td>Range</td> <td>AD</td> <td colspan="2">Special</td> </tr> </table>			Weapon	Arc	Range	AD	Special	
Weapon	Arc	Range	AD	Special				
Name:								
Crew Quality:								

A Call To Arms Critical Hit Table				
1-2	Engine Critical	Dmg.	Crew	Effect
1-2	Power Relay Destroyed	+0	+0	-1 Speed
3-4	Thruster Damaged	+1	+0	-2 Speed
5	Fuel System Ruptured	+2	+1	-4 Speed
6	Engines Disabled	+3	+1	Speed 0 No SA
3	Reactor Critical	Dmg.	Crew	Effect
1-3	Capacitors Damaged	+0	+1	-2 Speed
4-5	Reactor Gas Leak	+0	+3	No SA
6	Reactor Explosion	+3	+4	Speed 0 No SA
4	Weapon Critical	Dmg.	Crew	Effect
1-3	Targeting System Damaged	+0	+1	All Weapons -1 AD
4	Power Fluctuations	+0	+0	All Weapons 4+
5	Weapons Offline	+2	+2	-1 Weapon Arc
6	Catastrophic Ammo Explosion	+3	+4	No Weapons Fire
5	Crew Critical	Dmg.	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 System Critical	Dmg.	Crew	Effect
1	Bridge Hit	+0	+1	No SA
2	Engineering	+4	+3	No DC
3	Weapons Control	+4	+4	-1 Weapon Arc
4	Secondary Explosions	+1D6	+1D6	--
5	Reactor Implosion	+2D6	+4D6	--
6	Catastrophic Explosion	+4D6	+2D6	--

	Third Age Earth Alliance	2168+
	Hermes-class Transport	
Turns:	2/45°	Hull: 4
Speed:	12	Troops: 1
Special:	Interceptors 1, Jump Point	
Craft:	1 Starfury Flight	
		
Notes:		
Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA
Name:	Crew Quality:	

Hermes-class Transport											
Weapon	Arc	Range	AD	Special							
Particle Beam	F		2								
Particle Beam	F	5	6	Anti-Fighter, Weak							
Particle Beam	P	5	4	Anti-Fighter, Weak							
Particle Beam	S	5	4	Anti-Fighter, Weak							
Damage: 10 / 3											
											
Crew: 12 / 3											
											
None											
<table border="1"> <tr> <td>Weapon</td> <td>Arc</td> <td>Range</td> <td>AD</td> <td colspan="2">Special</td> </tr> </table>						Weapon	Arc	Range	AD	Special	
Weapon	Arc	Range	AD	Special							
Name:											
Crew Quality:											

	Third Age Earth Alliance	2203+						
	Breaching Pod							
Turns:	SM	Hull: 6						
Speed:	6	Troops: 1						
Special:	Breaching Pod, Dodge 5							
Dogfight:	--							
								
Notes:								
None								
<table border="1"> <tr> <td>Weapon</td> <td>Arc</td> <td>Range</td> <td>AD</td> <td colspan="2">Special</td> </tr> </table>			Weapon	Arc	Range	AD	Special	
Weapon	Arc	Range	AD	Special				
Name:								
Crew Quality:								

A Call To Arms Critical Hit Table				
1-2	Engine Critical	Dmg.	Crew	Effect
1-2	Power Relay Destroyed	+0	+0	-1 Speed
3-4	Thruster Damaged	+1	+0	-2 Speed
5	Fuel System Ruptured	+2	+1	-4 Speed
6	Engines Disabled	+3	+1	Speed 0 No SA
3	Reactor Critical	Dmg.	Crew	Effect
1-3	Capacitors Damaged	+0	+1	-2 Speed
4-5	Reactor Gas Leak	+0	+3	No SA
6	Reactor Explosion	+3	+4	Speed 0 No SA
4	Weapon Critical	Dmg.	Crew	Effect
1-3	Targeting System Damaged	+0	+1	All Weapons -1 AD
4	Power Fluctuations	+0	+0	All Weapons 4+
5	Weapons Offline	+2	+2	-1 Weapon Arc
6	Catastrophic Ammo Explosion	+3	+4	No Weapons Fire
5	Crew Critical	Dmg.	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 System Critical	Dmg.	Crew	Effect
1	Bridge Hit	+0	+1	No SA
2	Engineering	+4	+3	No DC
3	Weapons Control	+4	+4	-1 Weapon Arc
4	Secondary Explosions	+1D6	+1D6	--
5	Reactor Implosion	+2D6	+4D6	--
6	Catastrophic Explosion	+4D6	+2D6	--