

| PATROL |       |       |       |       | EARTH ALLIANCE             |       |  | TETHYS Class Cutter |              |         |
|--------|-------|-------|-------|-------|----------------------------|-------|--|---------------------|--------------|---------|
| Hull   | 4     |       |       |       | Service Date               | 2246+ |  | Name                | Crew Quality | Ship XP |
| Damage | 8/2   | Crew  | 10/2  |       | Craft:<br>NONE             |       |  |                     |              |         |
| Troops | --    |       |       |       |                            |       |  |                     |              |         |
| Speed  | 10    |       |       |       | Special:<br>INTERCEPTORS 1 |       |  |                     |              |         |
| Turns  | 2/90° | 1/45° | 1/45° | 1/45° |                            |       |  |                     |              |         |

|             |  |  |  |   |  |
|-------------|--|--|--|---|--|
| Hull Damage |  |  |  | 5 |  |
| Crippled    |  |  |  |   |  |
| Hull Damage |  |  |  | 5 |  |
| Crippled    |  |  |  |   |  |
| Hull Damage |  |  |  | 5 |  |
| Crippled    |  |  |  |   |  |

Crippled: Turns reduced, half speed, only 1 weapon system per arc may be fired, lose interceptors, 50% to lose each other special trait.

| Hits | d6  | ENGINE CRITICALS [1-2] | Dam. | Crew | Effect                      | Hits | d6  | REACTOR CRITICALS [3] | Dam. | Crew | Effect                      |
|------|-----|------------------------|------|------|-----------------------------|------|-----|-----------------------|------|------|-----------------------------|
|      | 1-2 | POWER RELAYS DESTROYED | +0   | +0   | -1 SPEED                    |      | 1-3 | CAPACITORS DAMAGED    | +0   | +1   | -2 SPEED                    |
|      | 3-4 | THRUSTERS DAMAGED      | +1   | +0   | -2 SPEED                    |      | 4-5 | REACTOR GAS LEAK      | +0   | +3   | NO SPECIAL ACTIONS          |
|      | 5   | FUEL SYSTEM RUPTURED   | +2   | +1   | -4 SPEED                    |      | 6   | REACTOR EXPLOSION     | +3   | +4   | SPEED 0, NO SPECIAL ACTIONS |
|      | 6   | ENGINES DISABLED       | +3   | +1   | SPEED 0, NO SPECIAL ACTIONS |      |     |                       |      |      |                             |

| WEAPON NAME         | ARC | RANGE | MOD | AD | MOD | SPECIAL |
|---------------------|-----|-------|-----|----|-----|---------|
| Medium Pulse Cannon | F   | 10    | --- | 6  | --- |         |
| Light Pulse Cannon  | F   | 8     | --- | 2  | --- |         |
| Light Pulse Cannon  | P   | 8     | --- | 2  | --- |         |
| Light Pulse Cannon  | S   | 8     | --- | 2  | --- |         |

| Hits | d6  | WEAPON CRITICALS [4]              | Dam. | Crew | Effect                        | WEAPON FIRE ARCS |  |
|------|-----|-----------------------------------|------|------|-------------------------------|------------------|--|
|      | 1-3 | TARGETING SYSTEM DAMAGED          | +0   | +1   | ALL WEAPONS LOSE 1 AD (MIN 0) |                  |  |
|      | 4   | POWER FLUCTUATIONS                | +0   | +0   | ALL WEAPONS NEED 4+ TO FIRE   |                  |  |
|      | 5   | WEAPONS OFFLINE                   | +2   | +2   | NO FIRING 1 RANDOM ARC        |                  |  |
|      | 6   | CATASTROPHIC AMMUNITION EXPLOSION | +3   | +4   | NO WEAPONS MAY FIRE           |                  |  |

|                 |    |  |  |   |  |
|-----------------|----|--|--|---|--|
| Crew Casualties |    |  |  | 5 |  |
| Skeleton Crew   | 10 |  |  |   |  |
| Crew Casualties |    |  |  | 5 |  |
| Skeleton Crew   | 10 |  |  |   |  |
| Crew Casualties |    |  |  | 5 |  |
| Skeleton Crew   | 10 |  |  |   |  |

Skeleton Crew: No special orders allowed, only one weapon system per turn may be fired, all DC checks at -2.

| Hits   | d6  | CREW CRITICALS [5]      | Dam. | Crew | Effect | Hits | d6 | VITAL SYSTEMS CRITICALS [6] | Dam. | Crew | Effect                          |
|--|-----|-------------------------|------|------|--------|------|----|-----------------------------|------|------|---------------------------------|
|  | 1-2 | FIRE                    | +0   | +2   | -      |      | 1  | BRIDGE HIT                  | +0   | +1   | NO SPECIAL ACTIONS              |
|  | 3-4 | MULTIPLE FIRES          | +0   | +3   | -      |      | 2  | ENGINEERING                 | +4   | +3   | NO DAMAGE CONTROL PERMITTED     |
|  | 5   | LOCALISED DECOMPRESSION | +1   | +3   | -      |      | 3  | WEAPONS CONTROL             | +4   | +4   | NO FIRING OUT OF ONE RANDOM ARC |
|  | 6   | HULL BREACH             | +2   | +4   | -      |      | 4  | SECONDARY EXPLOSIONS        | +106 | +106 | -                               |
| ***<br>VITAL SYSTEMS CRITICALS<br>MAY NOT BE REPAIRED<br>*** |     |                         |      |      |        |      | 5  | REACTOR IMPLOSION           | +206 | +406 | -                               |
|  |     |                         |      |      |        |      | 6  | CATASTROPHIC EXPLOSION      | +406 | +206 | -                               |

For more information, see Babylon 5: A Call to Arms Advanced Rules and Updates in *Sky Full of Stars*