

SIDE HITS

1-4: Thruster
 5-7: AntiProton Defender
 8-14: Structure
 15-17: Turret AM Cannon
 18-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Struct
 11-12: Jump Drive
 13-14: Sensors
 15-16: Engine
 17: Hangar
 18-19: Reactor
 20: C & C

SPECIAL NOTES

Limited 33%
 ELINT Ship
 Gravitic Drive System

SENSOR DATA

Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

Vree Vaarl Scout Saucer

SPECS

Class: Hvy Combat Vs
 In Service: 2210
 Point Value: 625
 Ramming Factor: 150
 Jump Delay: 24 Turns

Speed 1 2 3 4 5 6 7 8 9 10 11 12

Turn Cost 1 2 2 3 4 4 5 6 6 7 8 8
 Turn Delay 1 1 2 2 3 3 4 4 5 5 6 6

MANEUVERING

Turn Cost: 2/3 Speed
 Turn Delay: 1/2 Speed
 Accel/Decel Cost: 2 Thrust
 Pivot Cost: 0+0 Thrust
 Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 13
 Engine Efficiency: 2/1
 Extra Power: 0
 Initiative Bonus: +6

HANGAR

0 Fighters
 1 Shuttle: Thrust: 4
 Armor: 1 Defense: 7/7

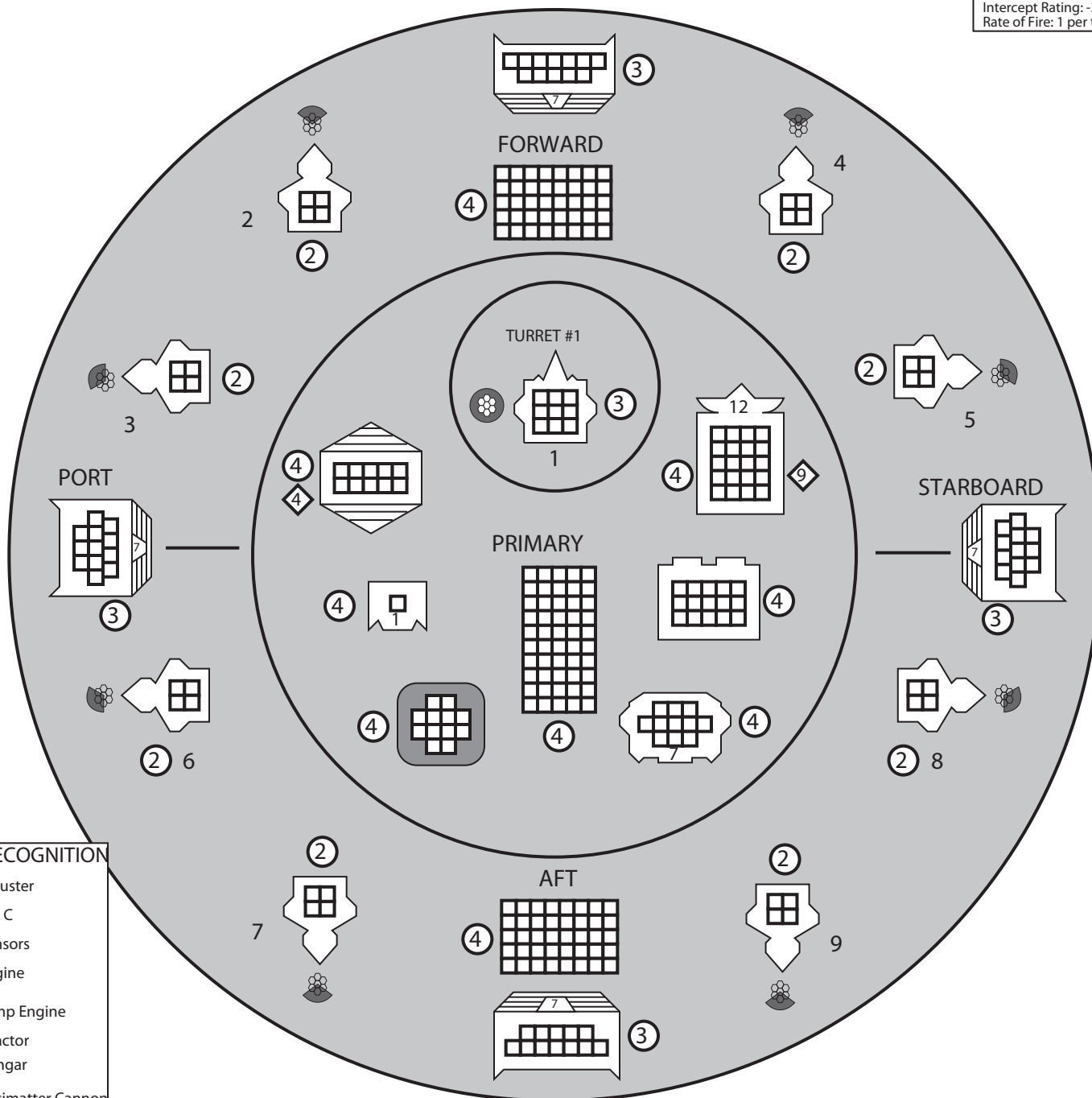
WEAPON DATA

Antimatter Cannon

Class: Antimatter
 Modes: R, P
 Damage: 2X+16
 Maximum X: 20
 Range Penalty: Special
 Range 0-10: No penalty
 Range 11-20: -1 per hex
 Range 21+: -2 per hex
 Fire Control: +5/+3/-2
 Intercept Rating: -1
 Rate of Fire: 1 per 3 turns

Antiproton Defender

Class: Antimatter
 Modes: Standard
 Damage: 1X+8
 Maximum X: 10
 Range Penalty: Special
 Range 0-3: No penalty
 Range 4-6: -1 per hex
 Range 7+: -2 per hex
 Fire Control: +2/+2/+4
 Intercept Rating: -3
 Rate of Fire: 1 per turn



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Antimatter Cannon
- Antiproton Defender