

# Xeel Variant (Uncommon)

Version 2: 2E/SF

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



## Vree Xeon Assault Saucer

### SPECS

Class: Capital Ship  
In Service: 2225  
Point Value: 370  
Ramming Factor: 170  
Jump Delay: N/A

### MANEUVERING

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

### COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 14  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: 0

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

### WEAPON DATA

#### 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

### GENERAL HITS

1-4: Thruster  
5-6: Weapon  
7-17: Structure  
18-20: PRIMARY Hit

### PRIMARY HITS

1-9: Primary Struct  
10-11: Sensors  
12-14: Engine  
15-17: Hangar  
18-19: Reactor  
20: C & C

### SPECIAL NOTES

Gravitic Drive System

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

### HANGAR

7 Assault Shuttles

5 Breaching Pods

2 Shuttles: Thrust: 4

Armor: 1 Defense: 7/7

### ZEOTH

#### ASSAULT SHUTTLES

Cost: 30 Defense: 8/8

Thrust: 5 Offense: +3

Armor: 2 Initiative: +9

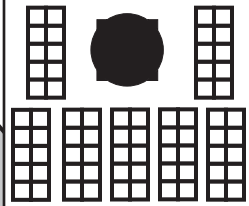
1 Lt Antiproton Gun

Rate of Fire: 1 per turn

Range Penalty: -2 per hex

Damage: 2d6-1

Fighter Firing Arc:



### PORT

### FORWARD

### PRIMARY

### STARBOARD

### AFT

### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Antiproton Defender

### ZYLEEN BREACHING POD

Cost: 40 Defense: 9/9

Thrust: 5 Offense: 0

Armor: 3 Initiative: +9

Special: Gravitic Drive

No Weapons

