

Xorr Variant (Rare)

Version 2: 2E/SF

Name: _____

Counter: _____



Vree Xurr Conversion Saucer

SPECS

Class: Capital Ship
In Service: 2239
Point Value: 600
Ramming Factor: 180
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: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: +3
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

HANGAR

0 Fighters

1 Shuttle: Thrust: 4

Armor: 1 Defense: 7/7



WEAPON DATA

Antimatter Converter

Class: Antimatter
Modes: Flash
Damage: (4 x X) + 2
Maximum X: None
Range Penalty: -1 per hex
Fire Control: +4/+4/-6
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Antiproton Gun

Class: Antimatter
Modes: Standard
Damage: 1X+12
Maximum X: 10
Range Penalty: Special
Range 0-5: No penalty
Range 6-10: -1 per hex
Range 11+: -2 per hex
Fire Control: +3/+3/+2
Intercept Rating: -2
Rate of Fire: 1 per turn

GENERAL HITS

1-4: Thruster
5-7: Weapon
8-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

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

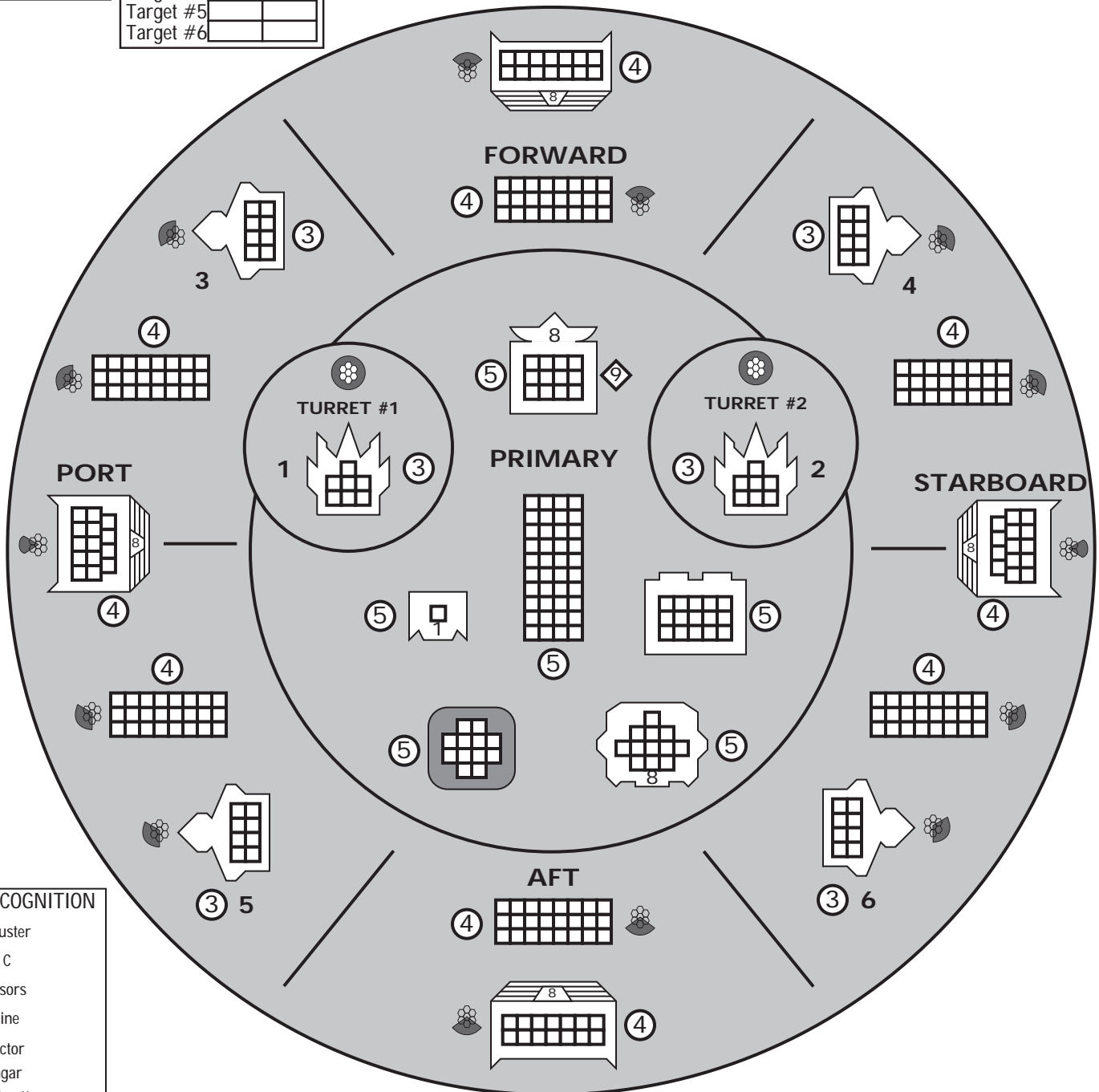
SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Antimatter Converter
- Antiproton Gun