

# Vree Xaarix Mobile Fighter Garrison

## SPECS

Class: Capital Ship  
In Service: 2211  
Point Value: 475  
Ramming Factor: 300  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 2 x Speed  
Turn Delay: 2 x Speed  
Accel/Decel Cost: 6 Thrust  
Pivot Cost: 0 Thrust  
Roll Cost: N/A

## COMBAT STATS

Fwd/Aft Defense: 17  
Stb/Port Defense: 17  
Engine Efficiency: 3/1  
Extra Power: +3  
Initiative Bonus: 0

## 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: Outer Hangar  
7: Weapon  
8-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-7: Primary Struct  
8-9: Pilot Barracks  
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

## MAIN HANGARS

6 Fighters Each

0 Shuttles

## OUTER HANGARS

6 Zorth Fighters Each

0 Shuttles

## SECONDARY HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 7/7

