

# Vree Tyllz Sector Trading Post

## SPECS

Class: Enormous Base  
In Service: 2252  
Point Value: 3500  
Ramming Factor: 700  
Jump Delay: N/A

## MANEUVERING

Turn Cost: N/A  
Turn Delay: N/A  
Accel/Decel Cost: N/A  
Pivot Cost: N/A  
Roll Cost: N/A

## COMBAT STATS

Fwd/Aft Defense: 21  
Stb/Port Defense: 21  
Engine Efficiency: N/A  
Extra Power: 0  
Initiative Bonus: N/A

## WEAPON DATA

### Antimatter Torpedo

Class: Antimatter  
(Launched as Ballistic)  
Modes: Standard  
Damage: 1X+8  
Maximum X: 12  
Range Penalty: Special  
Range 0-25: No penalty  
Range 26-50: -1 per hex  
Range 51+: -2 per hex  
Fire Control: +4/+2/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### Antimatter Shredder

Class: Antimatter  
Modes: Standard  
Damage: 2X+6  
Maximum X: 10  
Range Penalty: 0 (Max Rng 10)  
Fire Control: +0/+0/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
Note: Ignores EW & Jinking  
Attacks on Ftr/Shlt/Mine: 1  
Attacks on Med/Hvy Ships: 1d3  
Attacks on Cap Ships: 1d6  
Attacks on Enormous: 1d6+3

## GENERAL HITS

1-7: Weapon  
8-9: Cargo  
10: Reactor  
11-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

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

## SENSOR DATA

Defensive EW

Target #1

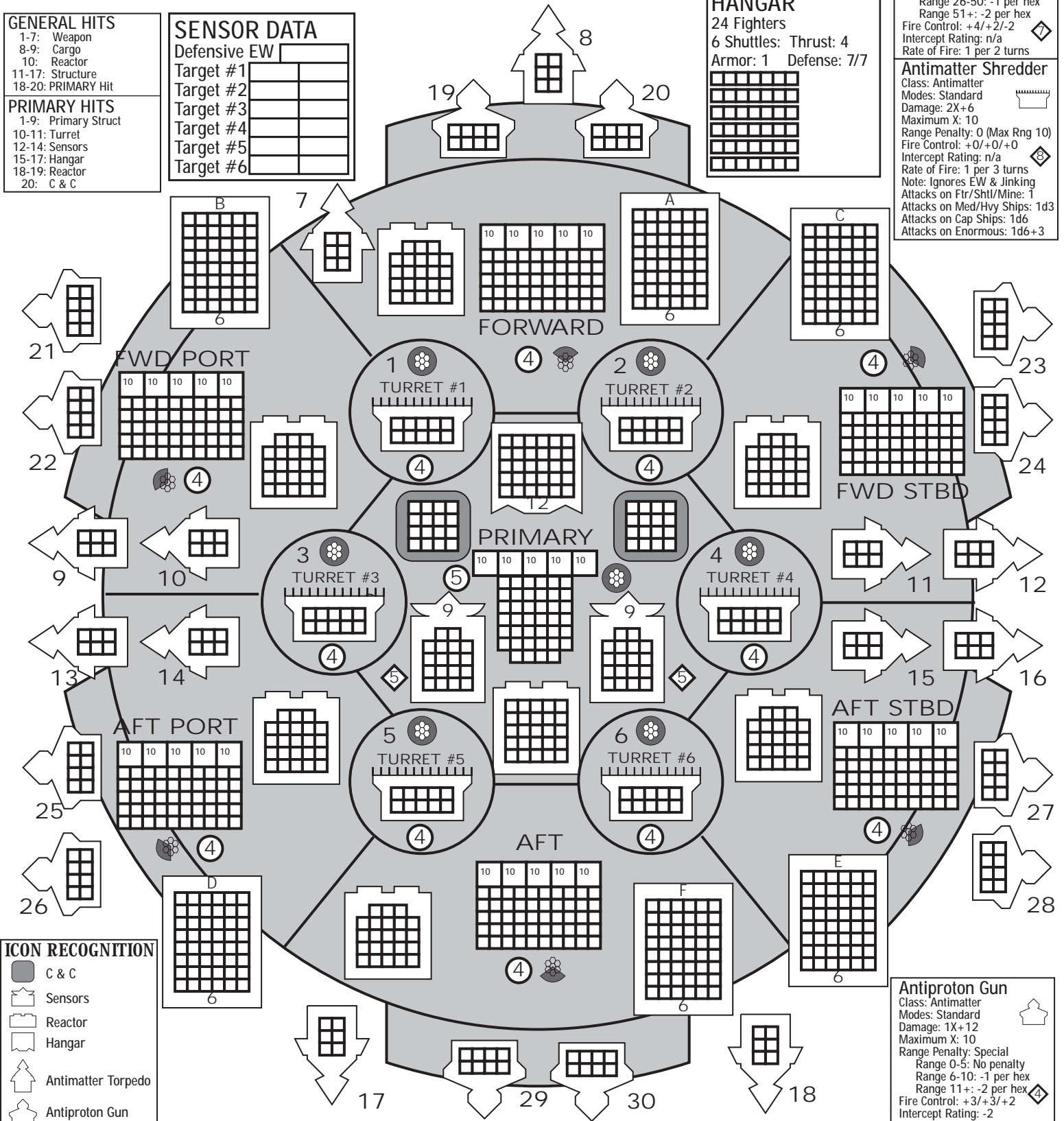
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Antimatter Torpedo
- Antiproton Gun
- Antimatter Shredder

### 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