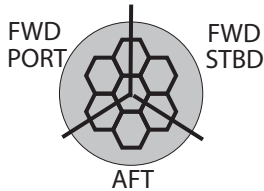


Vree Xavan Gun Saucer

SPECIAL NOTES

Uncommon Variant
Gravitic Drive System
Weapons #1 and #2
must fire in the same
60 degree arc
Special Hull Arrangement
(Three Even Sides)

HULL ARRANGEMENT:



SPECS

Class: Capital Ship
In Service: 2213
Point Value: 500
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: 0
Initiative Bonus: 0

WEAPON DATA

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



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

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

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



SIDE HITS

1-4: Thruster
5-7: Antimatter Gun
8-14: Structure
15-17: Turret AM Gun
18-20: PRIMARY Hit

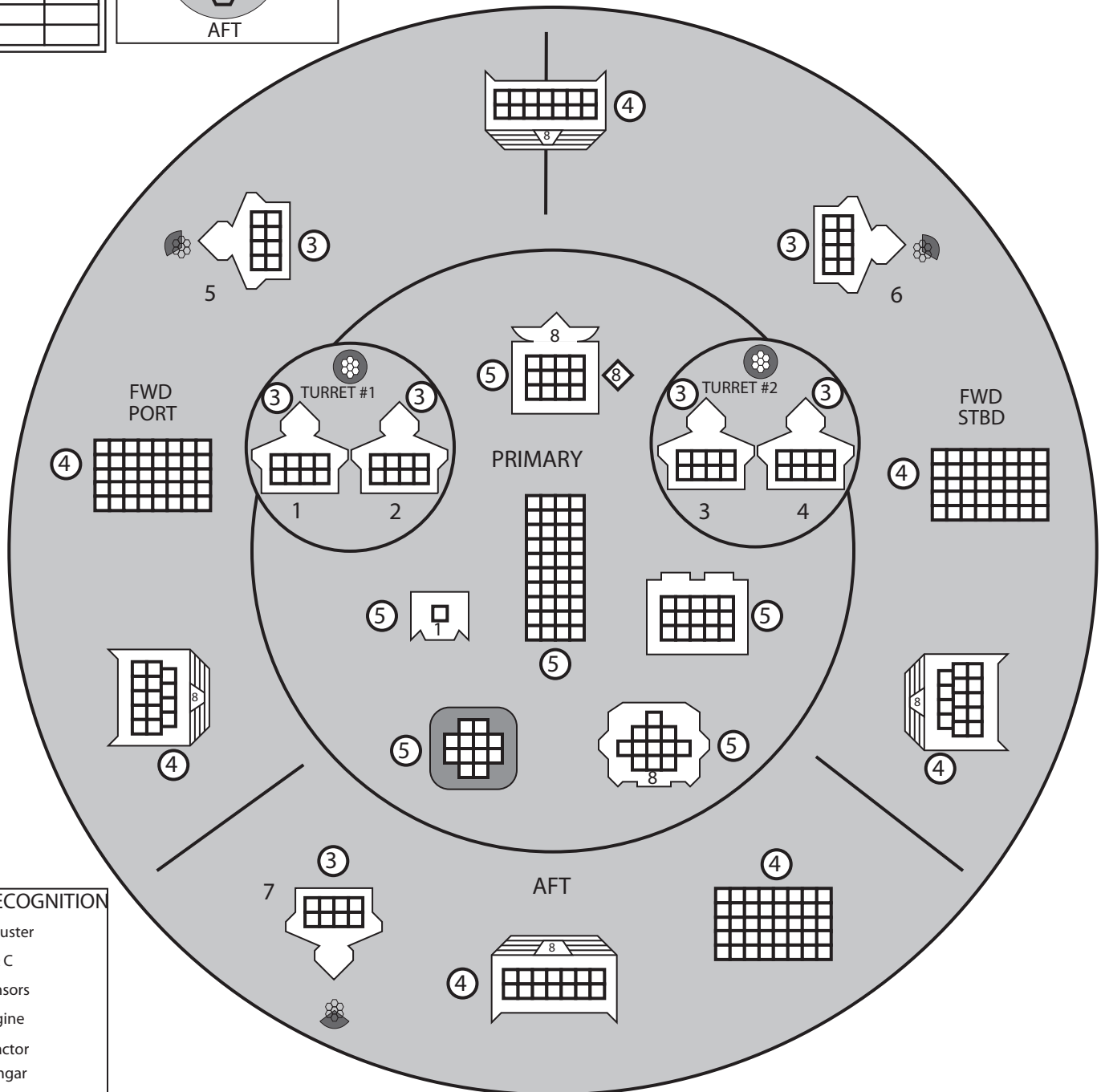
PRIMARY HITS

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

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
- Antiproton Gun