

Version 2: 2E/SF

Name: _____ Counter: _____



Vree Xill Battle Saucer

SPECS

Class: Capital Ship
In Service: 2258
Point Value: 700
Ramming Factor: 210
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 0+0 Thrust
Roll Cost: 5+5 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 15
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	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

HANGAR

0 Fighters

1 Shuttle: Thrust: 4

Armor: 1 Defense: 7/7



WEAPON DATA

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 Flr/Shll/Mine: 1
Attacks on Med/Hvy Ships: 1d3
Attacks on Cap Ships: 1d6
Attacks on Enormous: 1d6+3

Antimatter Cannon

(Shredder in Cannon Mode)
Class: Antimatter
Modes: R, P
Damage: 2X+16
Maximum X: 20
Range Penalty: Special
Range 0-10: No penalty
Range 11-20: -1 per hex
Range 21+: -2 per hex
Fire Control: +5/+3/-2
Intercept Rating: -1
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
5-8: Weapon
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10: Jump Engine
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

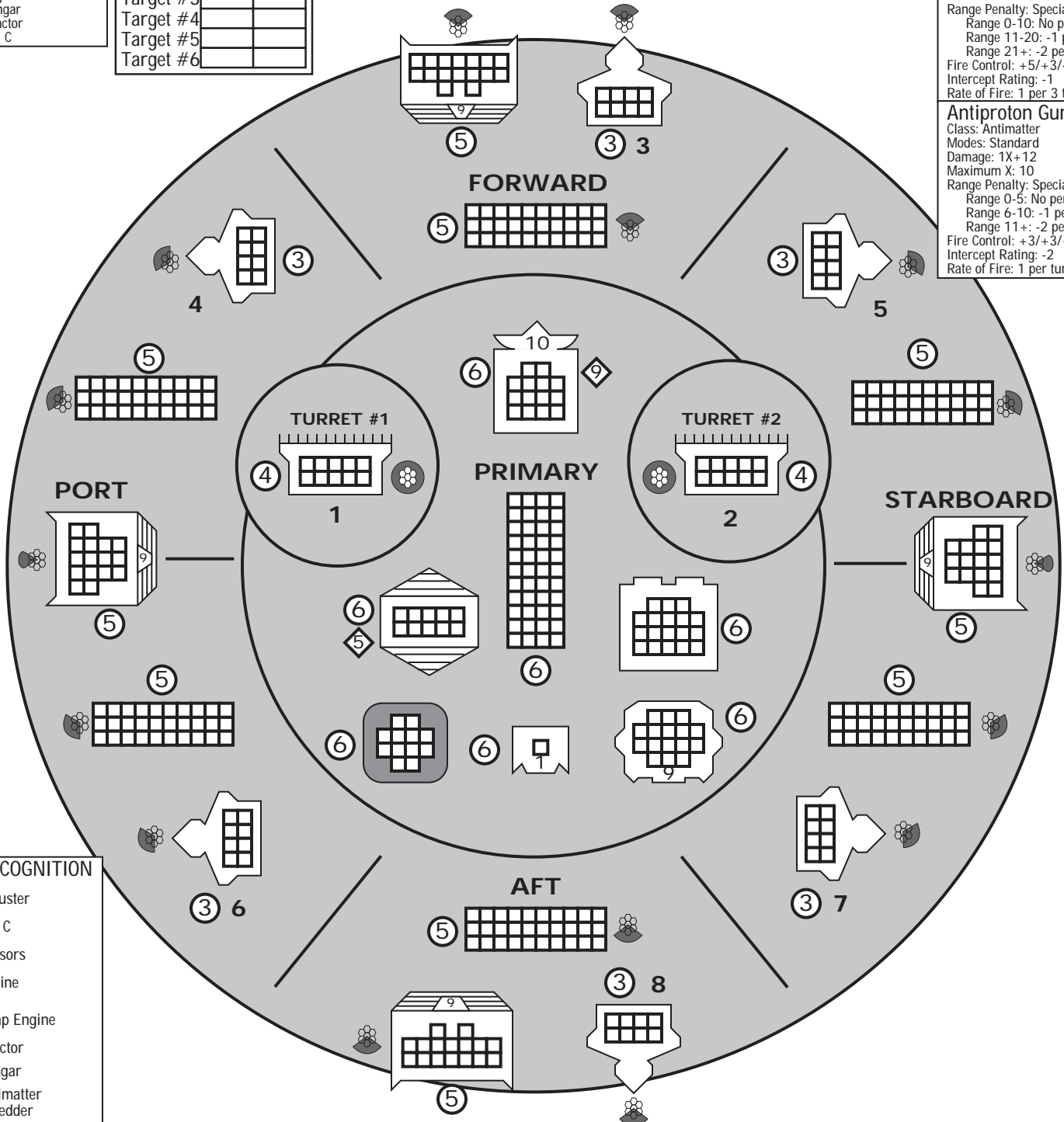
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Antimatter Shredder
- Antiproton Gun