

Uncommon after 2271
Vaarka Variant Rare

Name: _____ Counter: _____



Vree Vaarka Advanced Scout

SPECS

Class: Hvy Combat Vsl
In Service: 2269
Point Value: 800
Ramming Factor: 150
Jump Delay: 24 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 13
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +6

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

6 Light Fighters
1 Shuttle: Thrust: 4
Armor: 1 Defense: 7/7

WEAPON DATA

Improved Shredder

Class: Antimatter
Modes: Standard
Damage: 2X+8
Maximum X: 12
Range Penalty: 0 (Max Rng 12)
Fire Control: +1/+1/+1
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: 1d4
Attacks on Cap Ships: 1d6+1
Attacks on Enormous: 1d6+4

Improved Cannon

(Shredder in Cannon Mode)
Class: Antimatter
Modes: R, P, S
Damage: 2X+18
Maximum X: 24
Range Penalty: Special
Range 0-12: No penalty
Range 13-25: -1 per hex
Range 26+: -2 per hex
Fire Control: +6/+4/-3
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

ImAntiproton Defender

Class: Antimatter
Modes: Standard
Damage: 1X+8
Maximum X: 10
Range Penalty: Special
Range 0-4: No penalty
Range 5-7: -1 per hex
Range 8+: -2 per hex
Fire Control: +3/+3/+5
Intercept Rating: -3
Rate of Fire: 1 per turn

GENERAL HITS

1-4: Thruster
5-8: Weapon
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

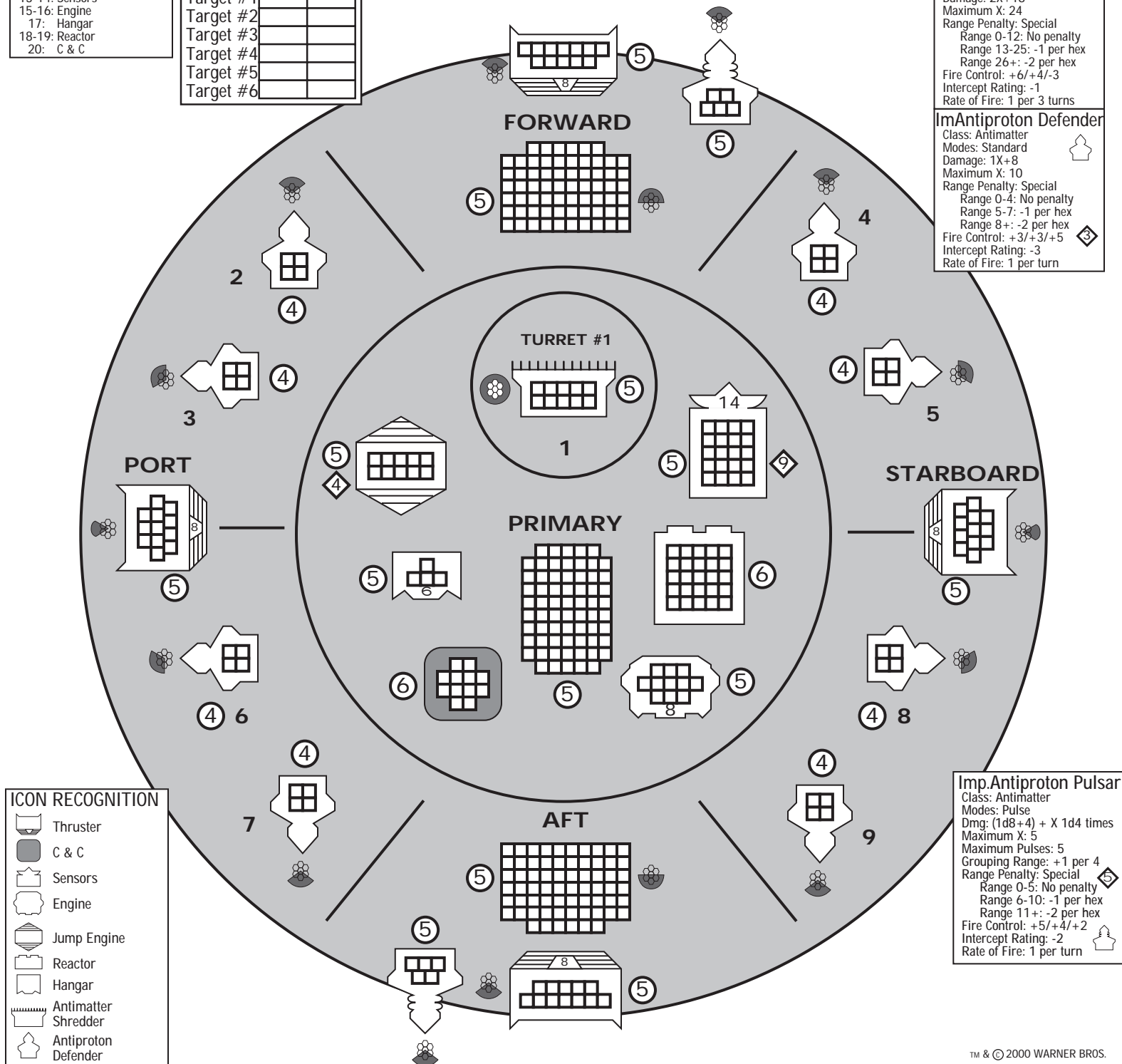
1-10: Primary Struct
11-12: Jump Drive
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

ELINT Ship
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 Defender

Imp.Antiproton Pulsar

Class: Antimatter
Modes: Pulse
Dmg: (1d8+4) + X 1d4 times
Maximum X: 5
Maximum Pulses: 5
Grouping Range: +1 per 4
Range Penalty: Special
Range 0-5: No penalty
Range 6-10: -1 per hex
Range 11+: -2 per hex
Fire Control: +5/+4/+2
Intercept Rating: -2
Rate of Fire: 1 per turn