



Vree Salvage Guild
Version 1: 2E/RPP2

Name: _____ Counter: _____



Vree Jia Recycling Transport

SPECS

Class: Capital Ship
In Service: 2175
Point Value: 425
Ramming Factor: 300
Jump Delay: 36 Turns

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: 6/1
Extra Power: +6
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: Cargo
7: Weapon
8-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
8-9: Tractor
10-11: Sensors
12: Jump Drive
13-14: Engine
15-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Limited Deployment (33%)
Gravitic Drive System
Unreliable systems:
Engine Fluctuations
Vulnerable to Criticals
Sluggish

MAIN HANGARS

6 Fighters Each
0 Shuttles

SECONDARY HANGAR

0 Fighters
2 Shuttles: Thrust: 4
Armor: 1 Defense: 7/7

SENSOR DATA

Defensive EW

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Target #1

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Target #2

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Target #3

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Target #4

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Target #5

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Target #6

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ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo
- Tractor
- Antiproton Defender

