

Version 2: 2E/SF

Name: _____ Counter: _____



Vree Vaarl Scout Saucer

SPECS

Class: Hvy Combat Vsl
In Service: 2210
Point Value: 625
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

0 Fighters

1 Shuttle: Thrust: 4

Armor: 1 Defense: 7/7



WEAPON DATA

Antimatter Cannon

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

PRIMARY HITS

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

SPECIAL NOTES

Limited Deployment (33%)
ELINT Ship
Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

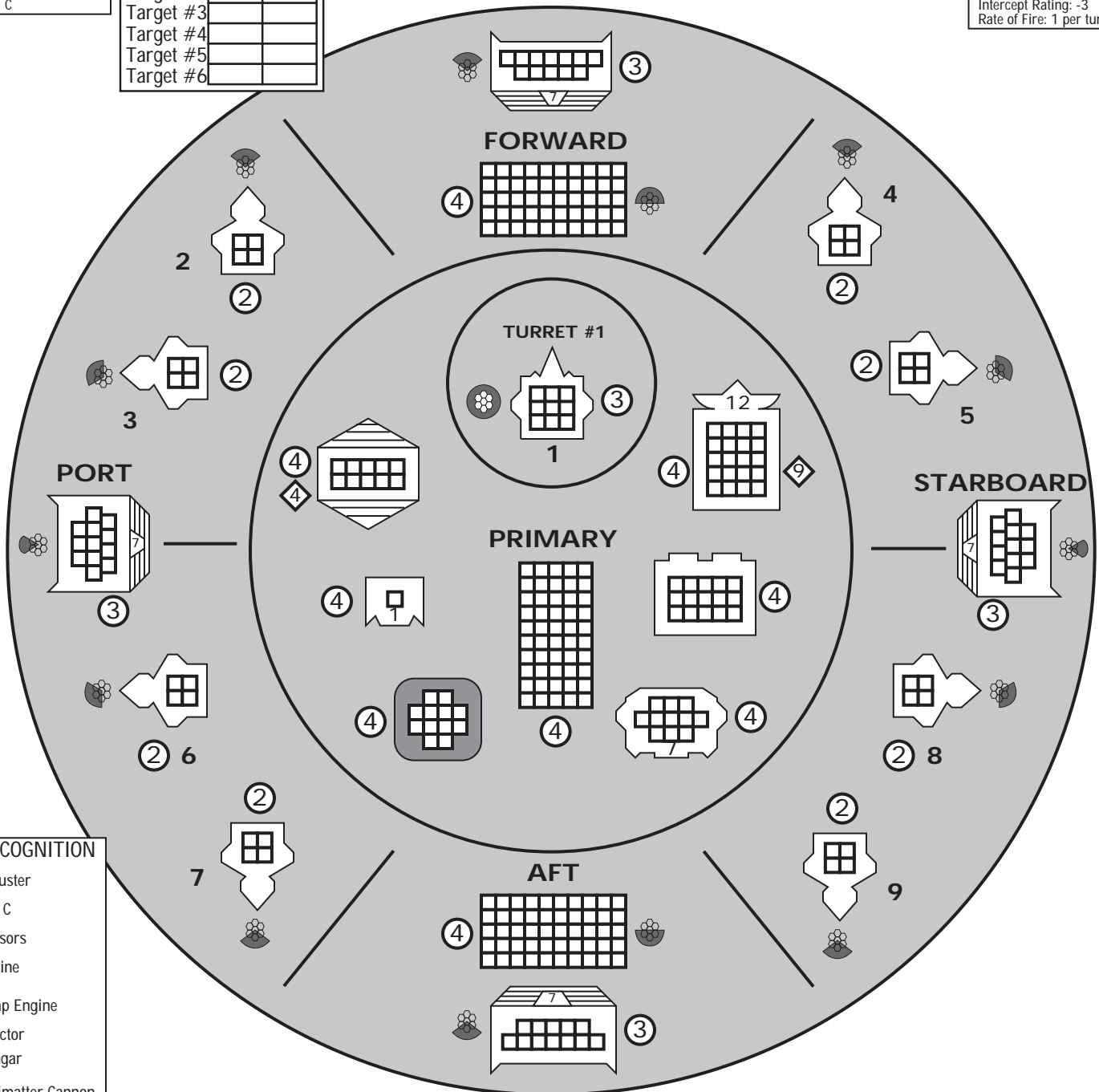
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Antimatter Cannon
- Antiproton Defender