



Version 2: 2E/SF

Name: _____ Counter: _____



Vree Xeel War Carrier

SPECS

Class: Capital Ship
In Service: 2210
Point Value: 340
Ramming Factor: 170
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: 3+3 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

GENERAL HITS

1-4: Thruster
5-6: Weapon
7-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-11: Sensors
12-14: Engine
15-17: Hangar
18-19: 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

HANGAR

12 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 7/7



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Antiproton Gun

