

Vree Xonn Dreadnought

SPECS

Class: Capital Ship
In Service: 2260
Point Value: 1200
Ramming Factor: 270
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 3/2 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 0+0 Thrust
Roll Cost: 6+6 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: 0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

HANGAR

0 Fighters
3 Shuttles: 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 Fr/Ship/Mine: 1d3
Attacks on Cap Ships: 1d6
Attacks on Enormous: 1d6+3

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 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
5-9: Weapon
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10: Jump Engine
11-13: Sensors
14-15: Engine
16: Hangar
17-19: Reactor
20: C & C

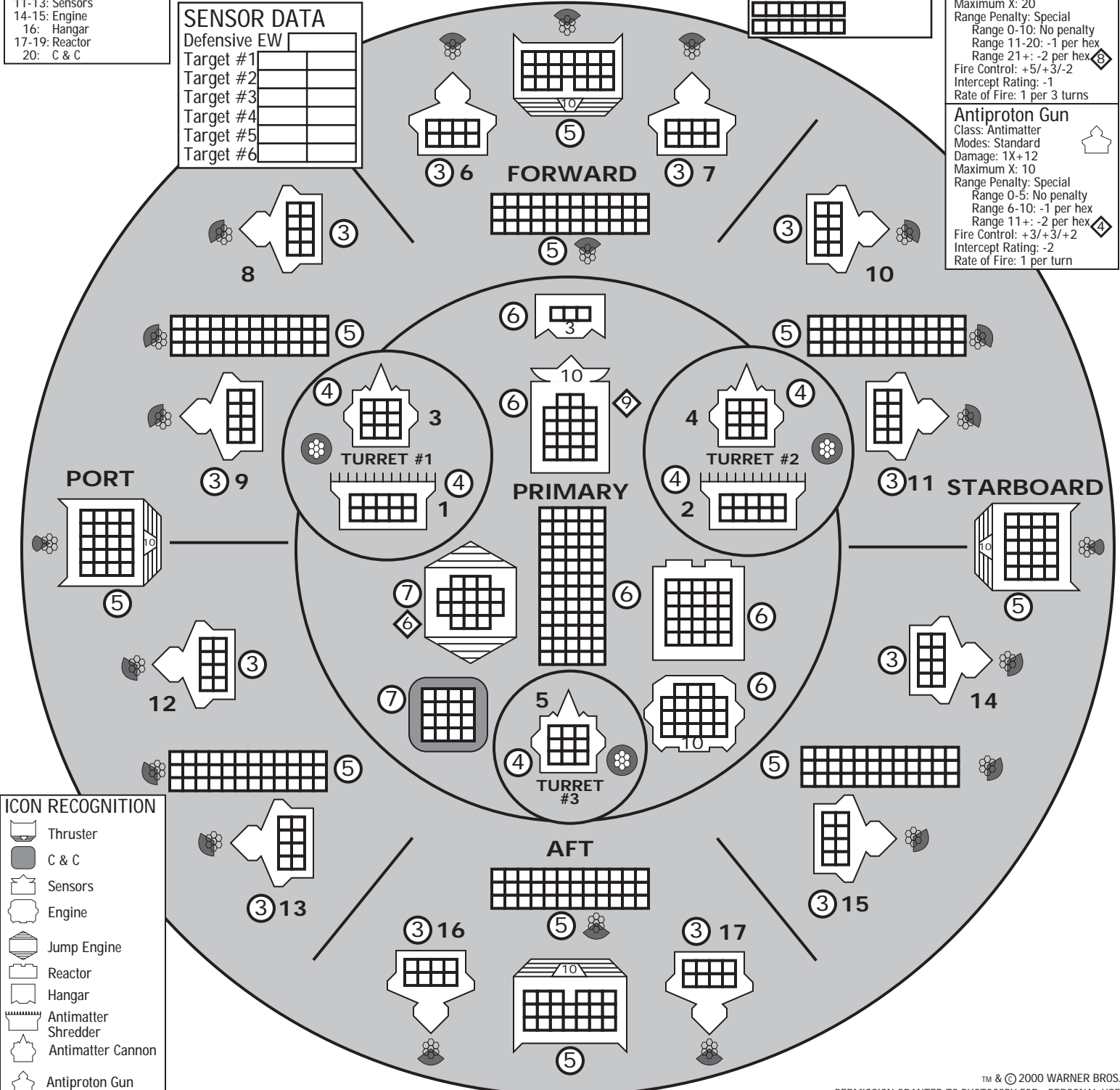
SPECIAL NOTES

Restricted Deployment (10%)
Gravitic Drive System
Weapons in turrets must fire in the same 60 degree arc

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
- Antimatter Cannon
- Antiproton Gun