

# Vree Xallovian Frigate

## SPECS

Class: Hvy Combat Vsl  
In Service: 2259  
Point Value: 500  
Ramming Factor: 140  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 15  
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	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

## HANGAR

0 Fighters  
3 Shuttles: Thrust: 3  
Armor: 2 Defense: 10/10


## 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

### 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

## FORWARD HITS

1-6: Retro Thrust  
7-8: Antiproton Gun  
9-11: Antiproton Defender  
12-18: Forward Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-11: Antiproton Defender  
12-18: Aft Struct  
19-20: PRIMARY Hit

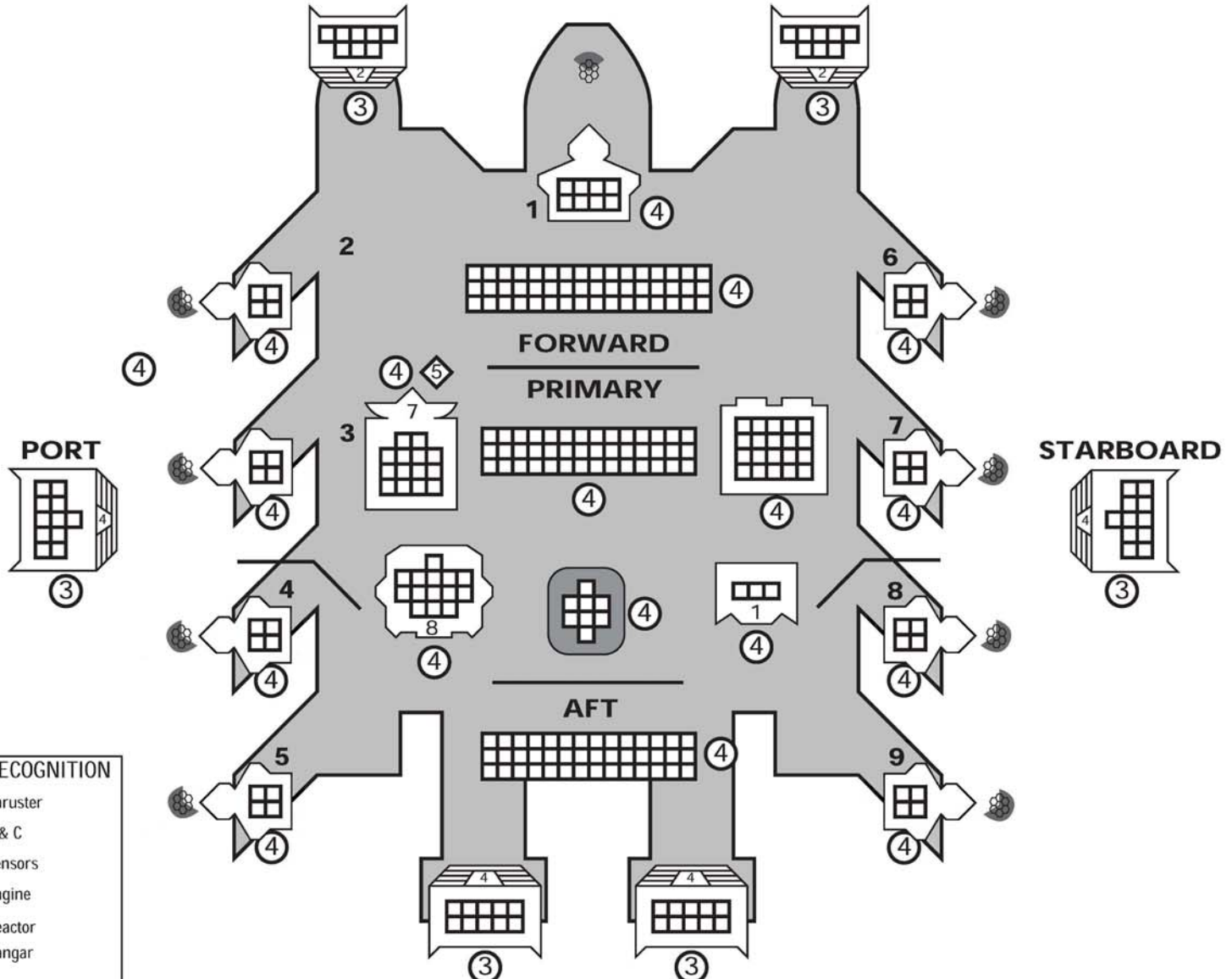
## PRIMARY HITS

1-9: Primary Struct  
10-11: Port/Stb Thrust  
12-13: Sensors  
14-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



## ICON RECOGNITION

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