

Xill Pulsar Variant (Rare)
Uncommon after 2275

Name: _____ Counter: _____



Vree Xill Advanced Saucer

SPECS

Class: Capital Ship
In Service: 2272
Point Value: 1000
Ramming Factor: 210
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 0+0 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +2

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	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Hvy Antimatter Converter
Class: Antimatter
Modes: Flash
Damage: (6 x X) + 7
Range Penalty: -2 per 3 hexes
Fire Control: +5/+3/-9
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Imp H. Antiproton Pulsar
Class: Antimatter
Modes: Pulse
Dmg: (1d10+6) + X 1d4 times
Maximum X: 8
Maximum Pulses: 7
Grouping Range: +1 per 3
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: -2
Rate of Fire: 1 per 2 turns

Imp Antiproton Defender

Class: Antimatter
Modes: Standard
Damage: 1X+8
Maximum X: 10
Range Penalty: Special
Range 0-4: No penalty
Range 5-7: -1 per hex
Range 8+: -2 per hex
Fire Control: +3/+3/+5
Intercept Rating: -3
Rate of Fire: 1 per turn

Imp Antimatter Torpedo

Class: Antimatter
(Launched as Ballistic)
Modes: Standard
Damage: 1X+10
Maximum X: 15
Range Penalty: Special
Range 0-30: No penalty
Range 31-60: -1 per hex
Range 61+: -2 per hex
Fire Control: +5/+3/-1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

GENERAL HITS

1-4: Thruster
5-7: Weapon
8: Antimatter Emitter
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10: Antimatter Spread
11: Jump Engine
12-13: Sensors
14-15: Engine
16: Hangar
17-19: Reactor
20: C & C

HANGAR

6 Fighters
2 Shuttles: Thrust: 4
Armor: 1 Defense: 10/12

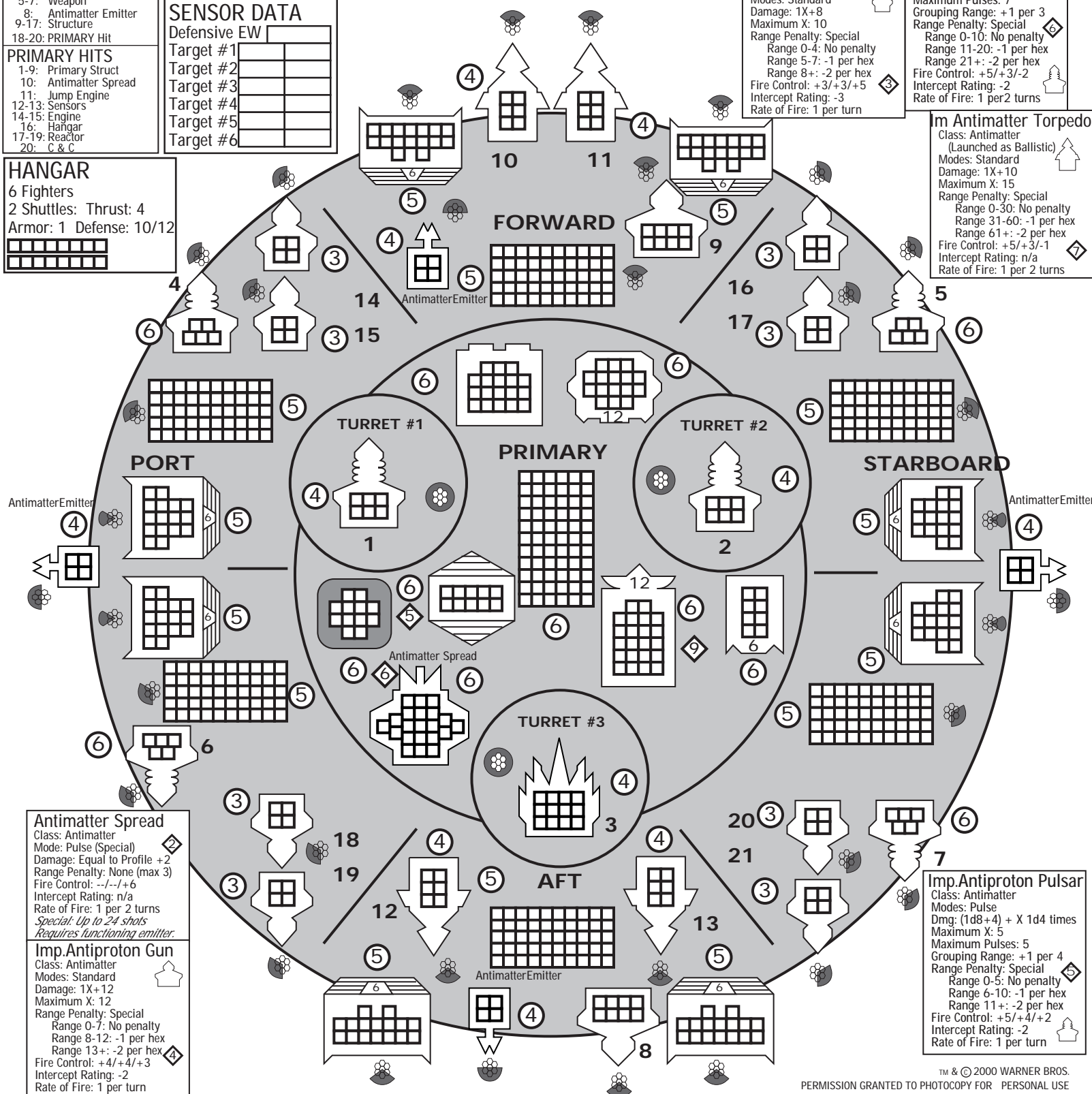
SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

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



Antimatter Spread

Class: Antimatter
Mode: Pulse (Special)
Damage: Equal to Profile +2
Range Penalty: None (max 3)
Fire Control: -1/-1/+6
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Up to 24 shots
Requires functioning emitter.

Imp Antiproton Gun

Class: Antimatter
Modes: Standard
Damage: 1X+12
Maximum X: 12
Range Penalty: Special
Range 0-7: No penalty
Range 8-12: -1 per hex
Range 13+: -2 per hex
Fire Control: +4/+4/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Imp Antiproton Pulsar

Class: Antimatter
Modes: Pulse
Dmg: (1d8+4) + X 1d4 times
Maximum X: 5
Maximum Pulses: 5
Grouping Range: +1 per 4
Range Penalty: Special
Range 0-5: No penalty
Range 6-10: -1 per hex
Range 11+: -2 per hex
Fire Control: +5/+4/+2
Intercept Rating: -2
Rate of Fire: 1 per turn