

# Vree Xonn Pulsar Dreadnought

SPECS	MANEUVERING							COMBAT STATS				
Class: Capital Ship	Turn Cost: 3/2 Speed							Fwd/Aft Defense: 16				
In Service: 2268	Turn Delay: 1 x Speed							Stb/Port Defense: 16				
Point Value: 1350	Accel/Decel Cost: 5 Thrust							Engine Efficiency: 3/1				
Ramming Factor: 270	Pivot Cost: 0+0 Thrust							Extra Power: 0				
Jump Delay: 24 Turns	Roll Cost: 6+6 Thrust							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

## 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 Ftr/Shtl/Mine: 1  
Attacks on Med/Hvy Ships: 1d3  
Attacks on Cap Ships: 1d6  
Attacks on Enormous: 1d6+3

**Antimatter Cannon**  
(Shredder in Cannon Mode)  
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

**Hvy Antiproton Pulsar**  
Class: Antimatter  
Modes: Pulse  
Dmg: (1d10+4) + X 1d4 times  
Maximum X: 6  
Maximum Pulses: 6  
Grouping Range: +1 per 5  
Range Penalty: Special  
Range 0-6: No penalty  
Range 7-12: -1 per hex  
Range 13+: -2 per hex  
Fire Control: +3/+2/+0  
Intercept Rating: -2  
Rate of Fire: 1 per turn

**Antiproton Pulsar**  
Class: Antimatter  
Modes: Pulse  
Dmg: (1d8+4) + X 1d4 times  
Maximum X: 4  
Maximum Pulses: 5  
Grouping Range: +1 per 5  
Range Penalty: Special  
Range 0-4: No penalty  
Range 5-8: -1 per hex  
Range 9+: -2 per hex  
Fire Control: +4/+3/+1  
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

