



Vree Zynta Guard Saucer (Third Upgrade)

SPECS	MANEUVERING							COMBAT STATS				
Class: Capital Ship	Turn Cost: 1/2 Speed							Fwd/Aft Defense: 13				
In Service: 1930	Turn Delay: 1/2 Speed							Stb/Port Defense: 13				
Point Value: 300	Accel/Decel Cost: 3 Thrust							Engine Efficiency: 2/1				
Ramming Factor: 140	Pivot Cost: 0+0 Thrust							Extra Power: 0				
Jump Delay: N/A	Roll Cost: 4+4 Thrust							Initiative Bonus: 0				
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

HANGAR

6 Fighters

1 Shuttle: Thrust: 4

Armor: 1 Defense: 7/7



WEAPON DATA

Med. Plasma Cannon
 Class: Plasma
 Modes: Standard
 Dmg: 3d10+4 (-1 per 2 hexes)
 Range Penalty: -1 per hex
 Fire Control: +3/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Lt Particle Beam

Class: Particle
 Modes: Standard
 Damage: 1d10+4
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

GENERAL HITS
 1-4: Thruster
 5-7: Weapon
 8-17: Structure
 18-20: Primary Hit

PRIMARY HITS
 1-10: Primary Struct
 11-12: Sensors
 13-15: Engine
 16: Hangar
 17-19: Reactor
 20: C & C

SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

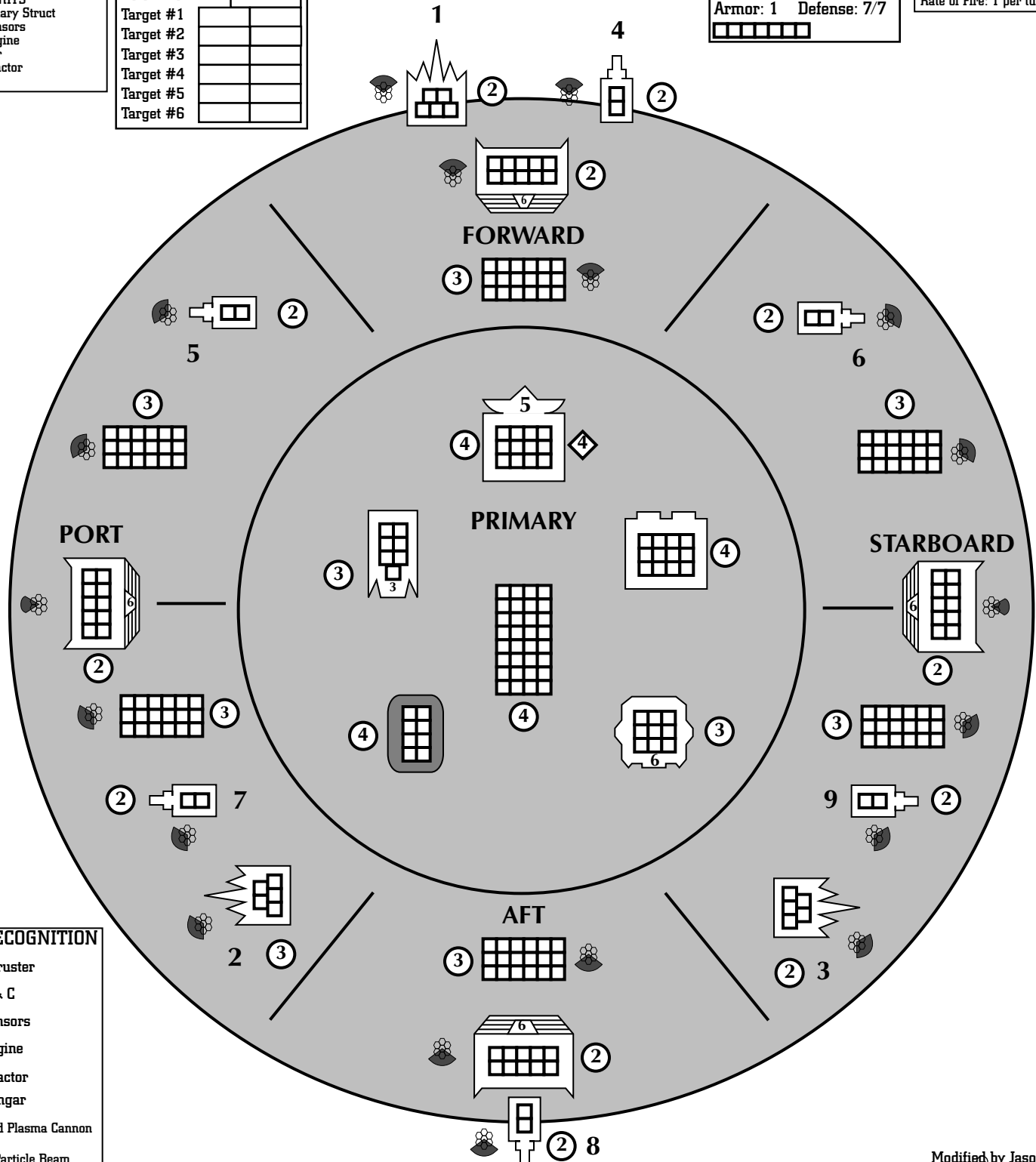
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med Plasma Cannon
- Lt Particle Beam