

# Vree Vymish Armed Trader

## SPECS

Class: Medium Ship  
In Service: 2191  
Point Value: 300  
Ramming Factor: 70  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 12  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +12

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	1	2	2	2	3	3	3	4	4	4

## WEAPON DATA

### 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 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

## SIDE HITS

1-6: Thruster  
7-9: Antiproton Defender  
10-17: Structure  
16: Turret AM Defender  
17: Turret AM Cannon  
18-20: PRIMARY Hit

## PRIMARY HITS

1-9: Cargo  
10-12: Sensors  
13-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Gravitic Drive System  
Weapons #1 and #2  
must fire in the same  
60 degree arc

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

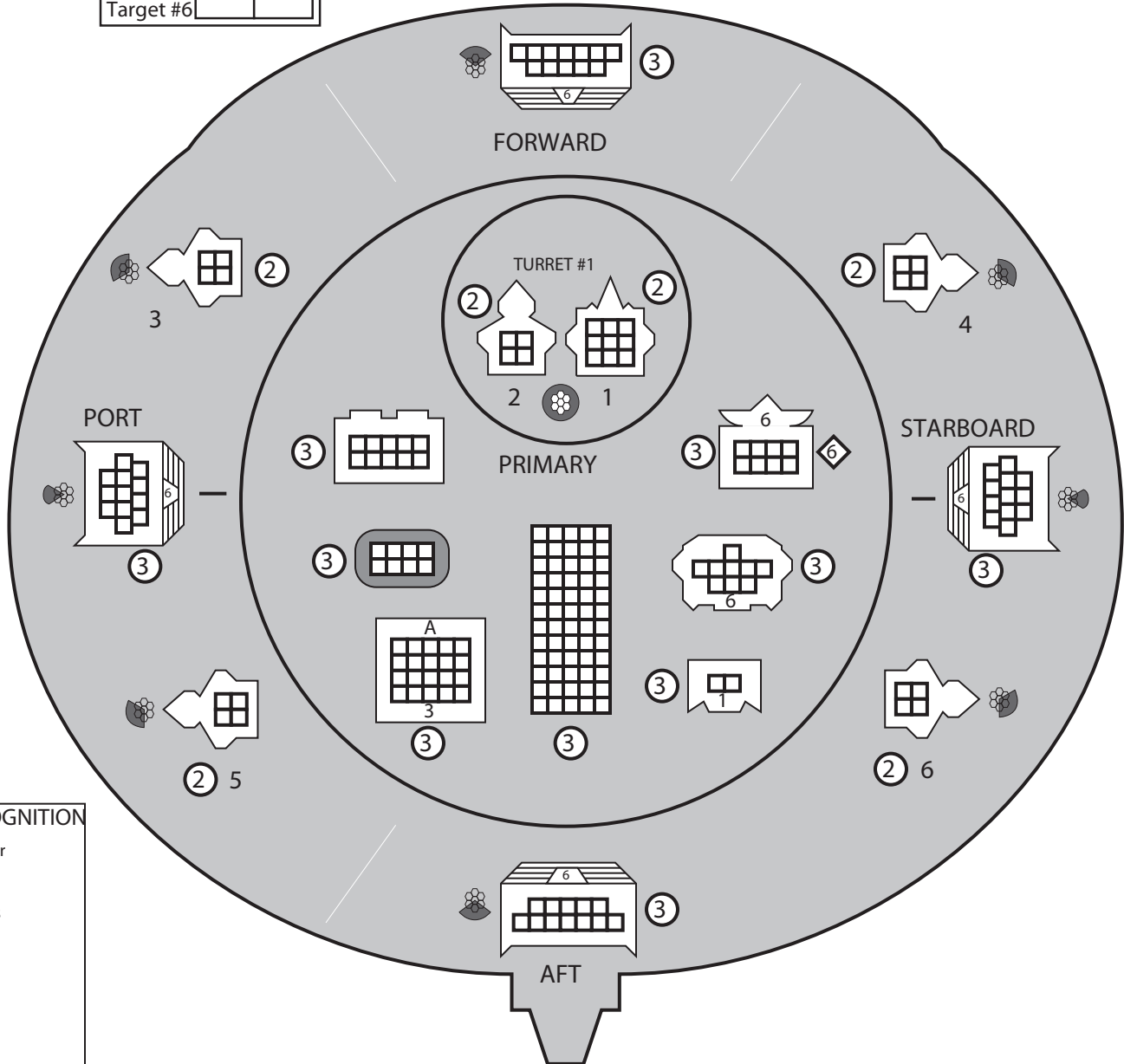
Target #6

## HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 7/7



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Antimatter Cannon
- Antiproton Defender