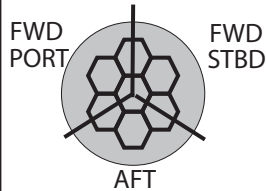


Vree Ximm Close Escort

SPECIAL NOTES

Uncommon Variant
Gravitic Drive System
Weapons #1 and #2
must fire in the same
60 degree arc
Special Hull Arrangement
(Three Even Sides)

HULL ARRANGEMENT:



SPECS

Class: Capital Ship
In Service: 2219
Point Value: 600
Ramming Factor: 180
Jump Delay: N/A

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	1	2	2	3	3	4	4	5	5	6	6

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 0+0 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: 0

HANGAR

0 Fighters
1 Shuttle: Thrust: 4
Armor: 1 Defense: 7/7

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

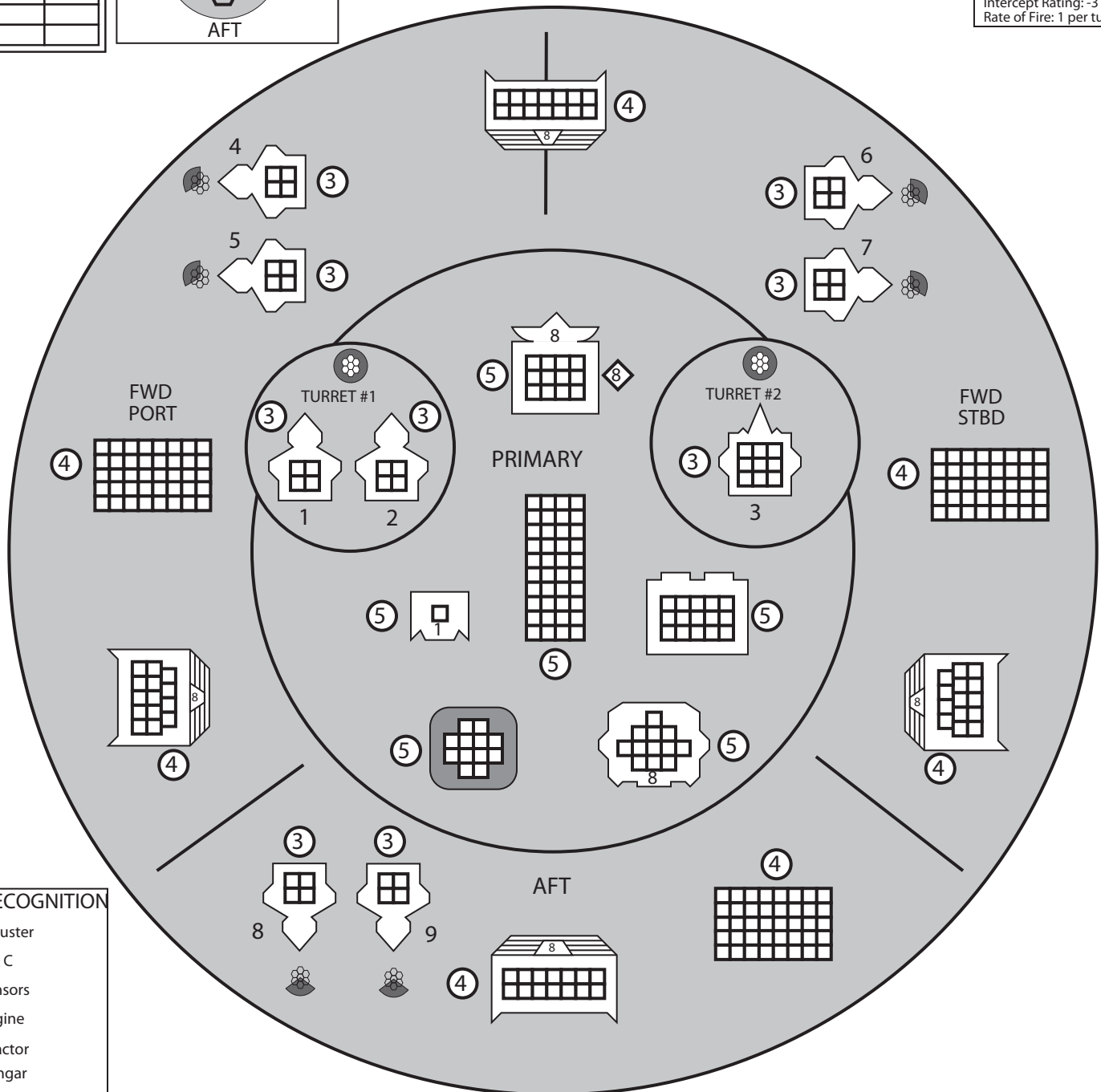
1-4: Thruster
5-7: Antimatter Gun
8-14: Structure
15: Turret AP Defender
16-17: Turret AM Cannon
18-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Struct
11-12: Sensors
13-15: Engine
16: Hangar
17-19: 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
- Antimatter Cannon
- Antiproton Gun