

# Vree Xorr War Saucer

## SIDE HITS

1-4: Thruster  
5-7: Antimatter Gun  
8-14: Structure  
15-17: 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

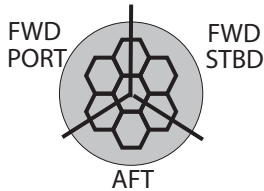
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

## SPECIAL NOTES

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: 2210  
Point Value: 550  
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

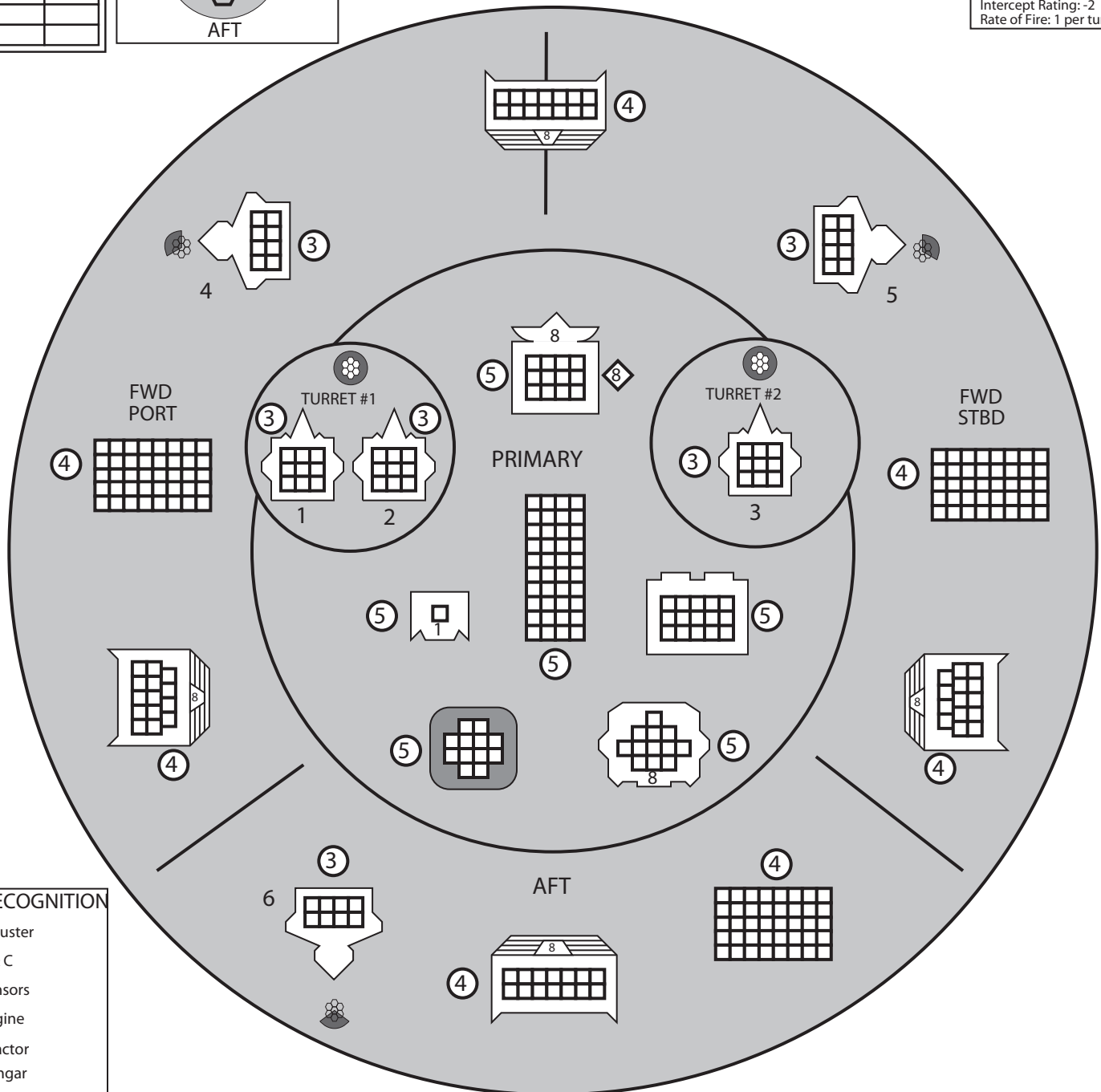
## WEAPON DATA

### 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 Gun

Class: Antimatter  
Modes: Standard  
Damage: 1X+12  
Maximum X: 10  
Range Penalty: Special  
Range 0-5: No penalty  
Range 6-10: -1 per hex  
Range 11+: -2 per hex  
Fire Control: +3/+3/+2  
Intercept Rating: -2  
Rate of Fire: 1 per turn



## ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Antimatter Cannon
	Antiproton Gun