

Version 1: BFS/SOTM

Name: _____ Counter: _____



Vree Xill Battle Saucer (Original)

SPECS

Class: Capital Ship
 In Service: 2235-2257
 Point Value: 688
 Ramming Factor: 210
 Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 1 x Speed
 Turn Delay: 2/3 Speed
 Accel/Decel Cost: 4 Thrust
 Pivot Cost: 0+0 Thrust
 Roll Cost: 5+5 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
 Sth/Port Defense: 15
 Engine Efficiency: 2/1
 Extra Power: 0
 Initiative Bonus: 0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

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

GENERAL HITS

- 1-4: Thruster
- 5-8: Weapon
- 9-17: Structure
- 18-20: PRIMARY Hit

PRIMARY HITS

- 1-9: Primary Struct
- 10: Jump Engine
- 11-12: Sensors
- 13-15: Engine
- 16: Hangar
- 17-19: Reactor
- 20: C & C

SPECIAL NOTES

Gravitic Drive System

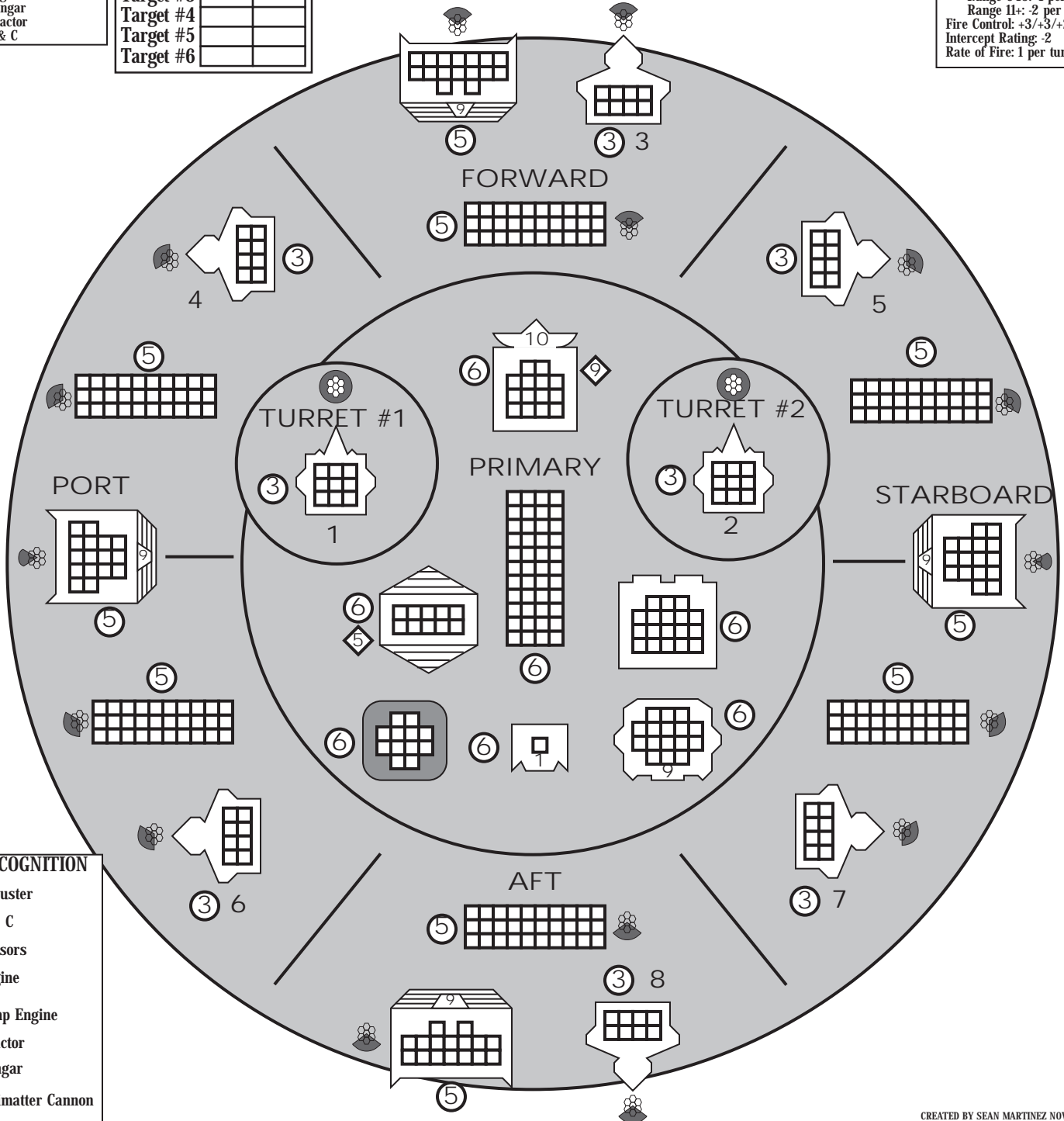
SENSOR DATA

Defensive EW

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

HANGAR

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



ICON RECOGNITION

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