

Vree Conglomerate - Skirmish		Name / Crew Quality																	
		Speed / Troops																	
Xorr War Saucer		10				1				10				1					
Service date	2195+	Hull Damage																	
Hull	4	5			10			5			10			5			10		
Turns	2/90°	15			20			15			20			15			20		
Craft																			
Special																			
WEAPON NAME		RANGE AD		SPECIAL															
Boresight																			
Forward																			
Antiproton Gun		5	2	AF															
Port																			
Antiproton Gun		5	2	AF															
Starboard																			
Antiproton Gun		5	2	AF															
Aft																			
Antiproton Gun		5	2	AF															
Boresight (Aft)																			
Turret																			
Twin Antimatter Cannon		10	6	SAP/TL															
Antimatter Cannon		10	4	SAP															
		Crippled: Turns reduced, half speed, only 1 weapon system per arc may be fired, lose Command, lose Fleet Carrier, lose interceptors, 50% to lose each other special trait																	
		Crew Casualties																	
		5			10			5			10			5			10		
		15			20			15			20			15			20		
		Skeleton Crew: No special orders allowed, lose Command, lose Fleet Carrier, only 1 weapon system per turn may be fired, all DC checks at -2																	
CRITICAL HITS																			
1-2	ENGINE CRITICALS	Dam. Crew		Effect															
1-2	POWER RELAYS DESTROYED	+0	+0	-1 SPEED															
3-4	THRUSTERS DAMAGED	+1	+0	-2 SPEED															
5	FUEL SYSTEM RUPTURED	+2	+1	-4 SPEED															
6	ENGINES DISABLED	+3	+1	0 SPEED, NO SPECIAL ACTIONS															
3	REACTOR CRITICALS	Dam. Crew		Effect															
1-3	CAPACITORS DAMAGED	+0	+1	-2 SPEED															
4-5	REACTOR GAS LEAK	+0	+3	NO SPECIAL ACTIONS															
6	REACTOR EXPLOSION	+3	+4	0 SPEED, NO SPECIAL ACTIONS															
4	WEAPON CRITICALS	Dam. Crew		Effect															
1-3	TARGETING SYSTEM DAMAGED	+0	+1	ALL WEAPONS LOSE 1AD															
4	POWER FLUCTUATIONS	+0	+0	ALL WEAPONS NEED 4+ TO FIRE															
5	WEAPONS OFFLINE	+2	+2	NO FIRING 1 RANDOM ARC															
6	CATASTROPHIC AMMO EXPLOSION	+3	+4	NO WEAPONS MAY FIRE															
5	CREW CRITICALS	Dam. Crew		Effect															
1-2	FIRE	+0	+2	-															
3-4	MULTIPLE FIRES	+0	+3	-															
5	LOCALIZED DECOMPRESSION	+1	+3	-															
6	HULL BREACH	+2	+4	-															
6	VITAL SYSTEMS CRITICALS	Dam. Crew		Effect															
1	BRIDGE HIT	+0	+1	NO SPECIAL ACTIONS															
2	ENGINEERING	+4	+3	NO DAMAGE CONTROL															
3	WEAPONS CONTROL	+4	+4	NO FIRING 1 RANDOM ARC															
4	SECONDARY EXPLOSIONS	+106	+106	-															
5	REACTOR IMPLOSION	+206	+406	-															
6	CATASTROPHIC EXPLOSION	406	+206	-															
VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL																			