

Vree Conglomerate - War				Name / Crew Quality											
Z'Takk Command Saucer				Speed / Troops											
				8			3			8			3		
Service date 2268+				Hull Damage											
Hull 6				5			10			5			10		
Turns 1/90°				15			20			15			20		
Craft Tzymm Flight (4)				25			30			25			30		
Special Command +2				35			40			35			40		
Jump Point				45			50			45			50		
				55			60			55			60		
				65			70			65			70		
WEAPON NAME RANGE AD SPECIAL															
Boresight															
Forward															
Antiproton Gun	8	8	AF/TL	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											
Port				Crew Casualties											
Antiproton Gun	8	8	AF/TL	5			10			5			10		
				15			20			15			20		
				25			30			25			30		
				35			40			35			40		
				45			50			45			50		
Starboard															
Antiproton Gun	8	8	AF/TL	5			10			5			10		
				15			20			15			20		
				25			30			25			30		
				35			40			35			40		
				45			50			45			50		
Aft															
Antiproton Gun	8	8	AF/TL	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											
Boresight (Aft)															
Turret															
Antimatter Torpedo	30	8	DD/P/SL/SAP	CRITICAL HITS											
Antimatter Cannon	10	16	SAP	1-2 ENGINE CRITICALS Dam. Crew Effect											
Antimatter Shredder	20	10	DD/SAP	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											