

<b>Vree Conglomerate - Patrol</b>				Name / Crew Quality					
<b>Vaarl Scout Saucer</b>				Speed / Troops					
				<b>10</b>	<b>1</b>	<b>10</b>	<b>1</b>	<b>10</b>	<b>1</b>
				Hull Damage					
<b>Service date</b>	<b>2200+</b>			<div style="display: flex; justify-content: space-between;"> <div style="width: 30%;"> <p><b>Hull</b> 3</p> <p><b>Turns</b> 2/90°</p> <p><b>Craft</b></p> <p><b>Special</b> Jump Point Scout Stealth 5+</p> </div> <div style="width: 65%; background-color: #cccccc; height: 100px;"></div> </div>					
<b>Hull</b>	3								
<b>Turns</b>	2/90°								
<b>Craft</b>									
<b>Special</b>	Jump Point Scout Stealth 5+								
WEAPON NAME				RANGE	AD	SPECIAL			
<b>Boresight</b>									
<b>Forward</b>									
<b>Port</b>									
<b>Starboard</b>									
<b>Aft</b>									
<b>Boresight (Aft)</b>									
<b>Turret</b>									
<b>Antimatter Cannon</b>	<b>10</b>	<b>2</b>	<b>SAP</b>						
<b>Antiproton Gun</b>	<b>5</b>	<b>4</b>	<b>AF</b>						
				<b>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</b>					
				Crew Casualties					
				<b>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</b>					
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									