

Vree Conglomerate - Battle				Name / Crew Quality																																																			
Xaak Command Saucer				Speed / Troops																																																			
				8	2	8	2	8	2																																														
Service date 2256+ Hull 6 Turns 1/90° Craft Special Command +1 Jump Point				Hull Damage																																																			
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WEAPON NAME RANGE AD SPECIAL				Crew Casualties																																																			
Boresight				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																																																			
Forward																																																							
Antiproton Gun	6	4	AF/TL	<table border="1"> <tr><td></td><td></td><td>5</td><td></td><td></td><td>10</td><td></td><td></td><td>5</td><td></td><td></td><td>10</td></tr> <tr><td></td><td></td><td>15</td><td></td><td></td><td>20</td><td></td><td></td><td>15</td><td></td><td></td><td>20</td></tr> <tr><td></td><td></td><td>25</td><td></td><td></td><td>30</td><td></td><td></td><td>25</td><td></td><td></td><td>30</td></tr> <tr><td></td><td></td><td>35</td><td></td><td></td><td></td><td></td><td></td><td>35</td><td></td><td></td><td></td></tr> </table>						5			10			5			10			15			20			15			20			25			30			25			30			35						35			
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Port				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																																																			
Antiproton Gun	6	4	AF/TL																																																				
Starboard				<table border="1"> <tr><td></td><td></td><td>5</td><td></td><td></td><td>10</td><td></td><td></td><td>5</td><td></td><td></td><td>10</td></tr> <tr><td></td><td></td><td>15</td><td></td><td></td><td>20</td><td></td><td></td><td>15</td><td></td><td></td><td>20</td></tr> <tr><td></td><td></td><td>25</td><td></td><td></td><td>30</td><td></td><td></td><td>25</td><td></td><td></td><td>30</td></tr> <tr><td></td><td></td><td>35</td><td></td><td></td><td>40</td><td></td><td></td><td>35</td><td></td><td></td><td>40</td></tr> </table>						5			10			5			10			15			20			15			20			25			30			25			30			35			40			35			40
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Antiproton Gun	6	4	AF/TL																																																				
Aft																																																							
Antiproton Gun	6	4	AF/TL																																																				
Boresight (Aft)																																																							
Turret																																																							
Antimatter Torpedo	30	6	DD/P/SL/SAP																																																				
Antimatter Shredder	20	6	DD/SAP																																																				
Antimatter Cannon	10	8	SAP																																																				
				CRITICAL HITS																																																			
				Dam.		Crew		Effect																																															
1-2 ENGINE CRITICALS				+0		+0		-1 SPEED																																															
1-2 POWER RELAYS DESTROYED				+1		+0		-2 SPEED																																															
3-4 THRUSTERS DAMAGED				+2		+1		-4 SPEED																																															
5 FUEL SYSTEM RUPTURED				+3		+1		0 SPEED, NO SPECIAL ACTIONS																																															
6 ENGINES DISABLED				Dam.		Crew		Effect																																															
3 REACTOR CRITICALS				+0		+1		-2 SPEED																																															
1-3 CAPACITORS DAMAGED				+0		+3		NO SPECIAL ACTIONS																																															
4-5 REACTOR GAS LEAK				+3		+4		0 SPEED, NO SPECIAL ACTIONS																																															
6 REACTOR EXPLOSION				Dam.		Crew		Effect																																															
4 WEAPON CRITICALS				+0		+1		ALL WEAPONS LOSE 1AD																																															
1-3 TARGETING SYSTEM DAMAGED				+0		+0		ALL WEAPONS NEED 4+ TO FIRE																																															
4 POWER FLUCTUATIONS				+2		+2		NO FIRING 1 RANDOM ARC																																															
5 WEAPONS OFFLINE				+3		+4		NO WEAPONS MAY FIRE																																															
6 CATASTROPHIC AMMO EXPLOSION				Dam.		Crew		Effect																																															
5 CREW CRITICALS				+0		+2		-																																															
1-2 FIRE				+0		+3		-																																															
3-4 MULTIPLE FIRES				+1		+3		-																																															
5 LOCALIZED DECOMPRESSION				+2		+4		-																																															
6 HULL BREACH				Dam.		Crew		Effect																																															
6 VITAL SYSTEMS CRITICALS				+0		+1		NO SPECIAL ACTIONS																																															
1 BRIDGE HIT				+4		+3		NO DAMAGE CONTROL																																															
2 ENGINEERING				+4		+4		NO FIRING 1 RANDOM ARC																																															
3 WEAPONS CONTROL				+106		+106		-																																															
4 SECONDARY EXPLOSIONS				+206		+406		-																																															
5 REACTOR IMPLOSION				+406		+206		-																																															
6 CATASTROPHIC EXPLOSION																																																							
				VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL																																																			