

<b>Vree Conglomerate - Patrol</b>				Name / Crew Quality											
<b>Xaar Patrol Boat</b>				Speed / Troops											
				<b>12</b>	<b>1</b>	<b>12</b>	<b>1</b>								
Service date <b>2225+</b>				Hull Damage											
Hull <b>4</b>				<table border="1"> <tr> <td>5</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> </table>				5							
5															
Turns <b>2/90°</b>															
Craft															
Special <b>Dodge 5+</b>															
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>															
Antimatter Cannon <b>10 4 SAP</b>															
Antiproton Gun <b>5 4 AF</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											
				Crew Casualties											
				<table border="1"> <tr> <td>5</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> </table>				5							
5															
				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</b>											
<b>1-2 ENGINE CRITICALS</b>				<b>Dam. Crew Effect</b>											
<b>1-2 POWER RELAYS DESTROYED</b>				<b>+0 +0 -1 SPEED</b>											
<b>3-4 THRUSTERS DAMAGED</b>				<b>+1 +0 -2 SPEED</b>											
<b>5 FUEL SYSTEM RUPTURED</b>				<b>+2 +1 -4 SPEED</b>											
<b>6 ENGINES DISABLED</b>				<b>+3 +1 0 SPEED, NO SPECIAL ACTIONS</b>											
<b>3 REACTOR CRITICALS</b>				<b>Dam. Crew Effect</b>											
<b>1-3 CAPACITORS DAMAGED</b>				<b>+0 +1 -2 SPEED</b>											
<b>4-5 REACTOR GAS LEAK</b>				<b>+0 +3 NO SPECIAL ACTIONS</b>											
<b>6 REACTOR EXPLOSION</b>				<b>+3 +4 0 SPEED, NO SPECIAL ACTIONS</b>											
<b>4 WEAPON CRITICALS</b>				<b>Dam. Crew Effect</b>											
<b>1-3 TARGETING SYSTEM DAMAGED</b>				<b>+0 +1 ALL WEAPONS LOSE 1AD</b>											
<b>4 POWER FLUCTUATIONS</b>				<b>+0 +0 ALL WEAPONS NEED 4+ TO FIRE</b>											
<b>5 WEAPONS OFFLINE</b>				<b>+2 +2 NO FIRING 1 RANDOM ARC</b>											
<b>6 CATASTROPHIC AMMO EXPLOSION</b>				<b>+3 +4 NO WEAPONS MAY FIRE</b>											
<b>5 CREW CRITICALS</b>				<b>Dam. Crew Effect</b>											
<b>1-2 FIRE</b>				<b>+0 +2 -</b>											
<b>3-4 MULTIPLE FIRES</b>				<b>+0 +3 -</b>											
<b>5 LOCALIZED DECOMPRESSION</b>				<b>+1 +3 -</b>											
<b>6 HULL BREACH</b>				<b>+2 +4 -</b>											
<b>6 VITAL SYSTEMS CRITICALS</b>				<b>Dam. Crew Effect</b>											
<b>1 BRIDGE HIT</b>				<b>+0 +1 NO SPECIAL ACTIONS</b>											
<b>2 ENGINEERING</b>				<b>+4 +3 NO DAMAGE CONTROL</b>											
<b>3 WEAPONS CONTROL</b>				<b>+4 +4 NO FIRING 1 RANDOM ARC</b>											
<b>4 SECONDARY EXPLOSIONS</b>				<b>+106 +106 -</b>											
<b>5 REACTOR IMPLOSION</b>				<b>+206 +406 -</b>											
<b>6 CATASTROPHIC EXPLOSION</b>				<b>406 +206 -</b>											
				<b>VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</b>											