

Vree Conglomerate - Battle		Name / Crew Quality													
Xeecra Trading Post		Troops													
		25													
Service date 2162+ Hull 4 Craft Tzymm Flight (12) Special Carrier 4 Command +1 Defence Network 10 Immobile Interceptors 8 Space Station Targets 3		Hull Damage													
		700 / 350 / 175													
<table border="1"> <thead> <tr> <th>WEAPON NAME</th> <th>RANGE</th> <th>AD</th> <th>SPECIAL</th> </tr> </thead> <tbody> <tr> <td>Antimatter Torpedo</td> <td>30</td> <td>2</td> <td>DD/P/SL/SAP</td> </tr> <tr> <td>Antimatter Shredder</td> <td>12</td> <td>2</td> <td>DD/SAP</td> </tr> </tbody> </table>		WEAPON NAME	RANGE	AD	SPECIAL	Antimatter Torpedo	30	2	DD/P/SL/SAP	Antimatter Shredder	12	2	DD/SAP		
WEAPON NAME	RANGE	AD	SPECIAL												
Antimatter Torpedo	30	2	DD/P/SL/SAP												
Antimatter Shredder	12	2	DD/SAP												
CRITICAL HITS															
		Dam.	Crew												
1-2	ENGINE CRITICALS		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															
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