

Vree Conglomerate - Raid				Name / Crew Quality															
Xill Battle Saucer				Speed / Troops															
				8				1				8				1			
Service date 2250+ Hull 5 Turns 1/90° Craft Special Jump Point				Hull Damage															
				5				10				5				10			
WEAPON NAME				RANGE				AD				SPECIAL							
Boresight Forward Antiproton Gun 5 3 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 Antiproton Gun 5 3 AF/TL				Crew Casualties															
				5				10				5				10			
Starboard Antiproton Gun 5 3 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															
Aft Antiproton Gun 5 3 AF/TL																			
				5				10				5				10			
Boresight (Aft) Turret Antimatter Shredder 20 4 DD/SAP Antimatter Cannon 10 6 SAP																			
				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															