

Vree Conglomerate - Patrol		Name / Crew Quality				
Ximm Close Escort		Speed / Troops				
		10	1	10	1	
Service date 2255+ Hull 4 Turns 2/90° Craft Special		Hull Damage				
		5	10	5	10	
WEAPON NAME		RANGE AD SPECIAL				
<p style="text-align: center;">Boresight Forward Port Starboard Aft Boresight (Aft) Turret</p> <p>Antimatter Cannon 10 2 SAP Twin-Linked Antiproton Gun 5 2 AF/TL</p>		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				
		5	10	5	10	
		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				
		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						