

Vree Conglomerate - Skirmish				Name / Crew Quality																	
Xixx Torpedo Saucer				Speed / Troops																	
				8			1			8			1			8			1		
Service date 2150+ Hull 4 Turns 2/90° Craft Special				Hull Damage																	
				5			10			5			10			5			10		
WEAPON NAME				RANGE AD				SPECIAL													
Boresight																					
Forward																					
Antiproton Gun	5	2	AF																		
Port																					
Antiproton Gun	5	2	AF																		
Starboard																					
Antiproton Gun	5	2	AF																		
Aft																					
Antiproton Gun	5	2	AF																		
Boresight (Aft)																					
Turret																					
Antimatter Torpedo	30	2	DD/P/SL/SAP																		
Antimatter Torpedo	30	2	DD/P/SL/SAP																		
				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			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																	