

Xorr Variant (Rare)

Version 1: 2E/PLANETSIDE

Name: _____ Counter: _____



Vree Xahr Support Saucer

SPECS

Class: Capital Ship
 In Service: 2259
 Point Value: 550
 Ramming Factor: 180
 Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
 Turn Delay: 1/2 Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 0+0 Thrust
 Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 14
 Engine Efficiency: 2/1
 Extra Power: 0
 Initiative Bonus: 0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Antimatter Shredder
 Class: Antimatter
 Modes: Standard
 Damage: 2X+6
 Maximum X: 10
 Range Penalty: 0 (Max Rng 10)
 Fire Control: +0/+0/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
 Note: Ignores EW & Jinking
 Attacks on Fir/Shtl/Mine: 1
 Attacks on Med/Hvy Ships: 1d3
 Attacks on Cap Ships: 1d6
 Attacks on Enormous: 1d6+3

Antimatter Cannon

Class: Antimatter
 Modes: R, P
 Damage: 2X+16
 Maximum X: 20
 Range Penalty: Special
 Range 0-10: No penalty
 Range 11-20: -1 per hex
 Range 21+: -2 per hex
 Fire Control: +5/+3/-2
 Intercept Rating: -1
 Rate of Fire: 1 per 3 turns

Antiproton Gun

Class: Antimatter
 Modes: Standard
 Damage: 1X+12
 Maximum X: 10
 Range Penalty: Special
 Range 0-5: No penalty
 Range 6-10: -1 per hex
 Range 11+: -2 per hex
 Fire Control: +3/+3/+2
 Intercept Rating: -2
 Rate of Fire: 1 per turn

GENERAL HITS

- 1-4: Thruster
- 5-7: Weapon
- 8-17: Structure
- 18-20: PRIMARY Hit

PRIMARY HITS

- 1-10: Primary Struct
- 11-12: Sensors
- 13-15: Engine
- 16: Hangar
- 17-19: Reactor
- 20: C & C

SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

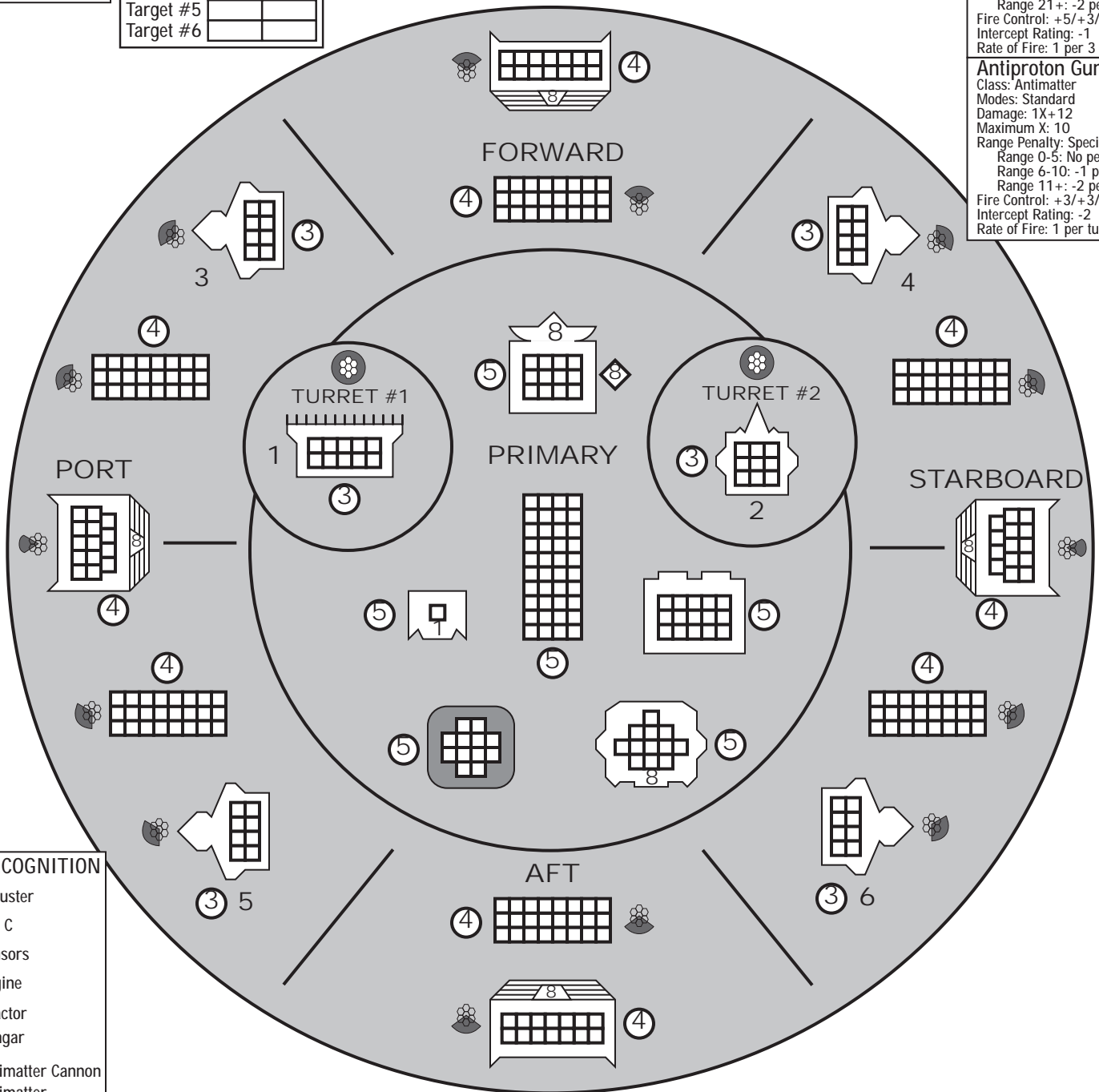
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

HANGAR

0 Fighters

1 Shuttle: Thrust: 4

Armor: 1 Defense: 7/7



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Antimatter Cannon
- Antimatter Shredder
- Antiproton Gun