

# Vree Xeex Fleet Carrier

<b>SPECS</b>		<b>MANEUVERING</b>		<b>COMBAT STATS</b>								
Class: Capital Ship		Turn Cost: 1 x Speed		Fwd/Aft Defense: 15								
In Service: 2250		Turn Delay: 2/3 Speed		Stb/Port Defense: 15								
Point Value: 760		Accel/Decel Cost: 4 Thrust		Engine Efficiency: 2/1								
Ramming Factor: 210		Pivot Cost: 0+0 Thrust		Extra Power: 0								
Jump Delay: 24 Turns		Roll Cost: 5+5 Thrust		Initiative Bonus: 0								
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

## WEAPON DATA

**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

**HANGAR**  
 24 Fighters  
 2 Shuttles: Thrust: 4  
 Armor: 1 Defense: 7/7

**SPECIAL NOTES**  
 Limited Deployment (33%)  
 Gravitic Drive System  
 Weapons #1 and #2 must fire in the same 60 degree arc  
 Fighters within 20 hexs receive +1 Init Bonus

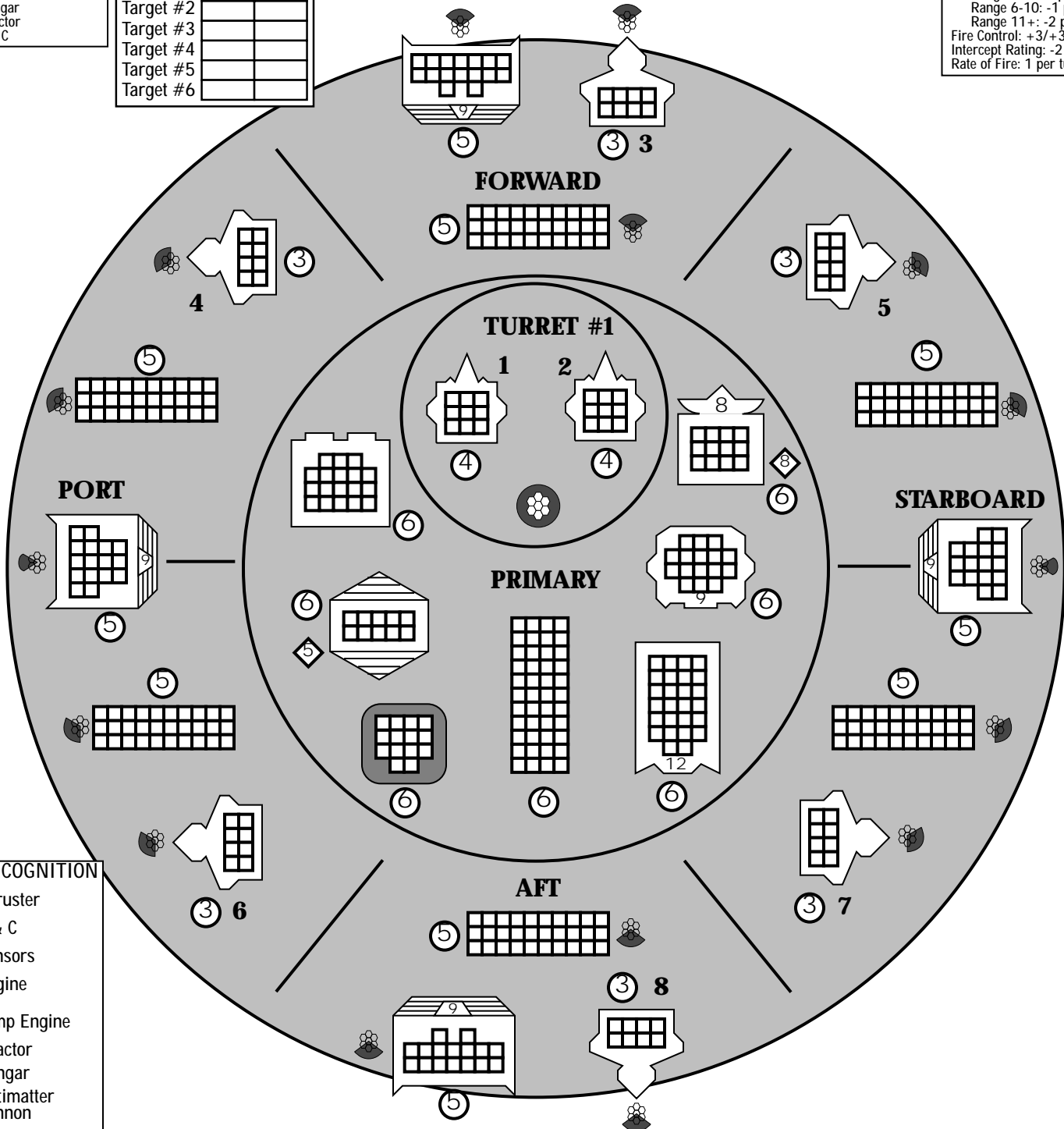
**GENERAL HITS**  
 1-4: Thruster  
 5-8: Weapon  
 9-17: Structure  
 18-20: PRIMARY Hit

**PRIMARY HITS**  
 1-9: Primary Struct  
 10: Jump Engine  
 11-12: Sensors  
 13-14: Engine  
 15-16: Hangar  
 17-19: Reactor  
 20: C & C

**SENSOR DATA**

Defensive EW

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



**ICON RECOGNITION**

	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Antimatter Cannon
	Antiproton Gun