

Xill Variant (Rare)
Version 2: 2E/PLANETSIDE

Name: _____ Counter: _____



Vree Xall Battle Carrier

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 1 x Speed		Fwd/Aft Defense: 15	
In Service: 2260		Turn Delay: 2/3 Speed		Stb/Port Defense: 15	
Point Value: 800		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 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/Shitl/Mine: 1
Attacks on Med/Hvy Ships: 1d3
Attacks on Cap Ships: 1d6
Attacks on Enormous: 1d6+3

Antimatter Cannon
(Shredder in Cannon Mode)
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

Antiproton Defender
Class: Antimatter
Modes: Standard
Damage: 1X+8
Maximum X: 10
Range Penalty: Special
Range 0-3: No penalty
Range 4-6: -1 per hex
Range 7+: -2 per hex
Fire Control: +2/+2/+4
Intercept Rating: -3
Rate of Fire: 1 per turn

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
- 13-15: Engine
- 16: Hangar
- 17-19: Reactor
- 20: C & C

SPECIAL NOTES

Gravitic Drive System

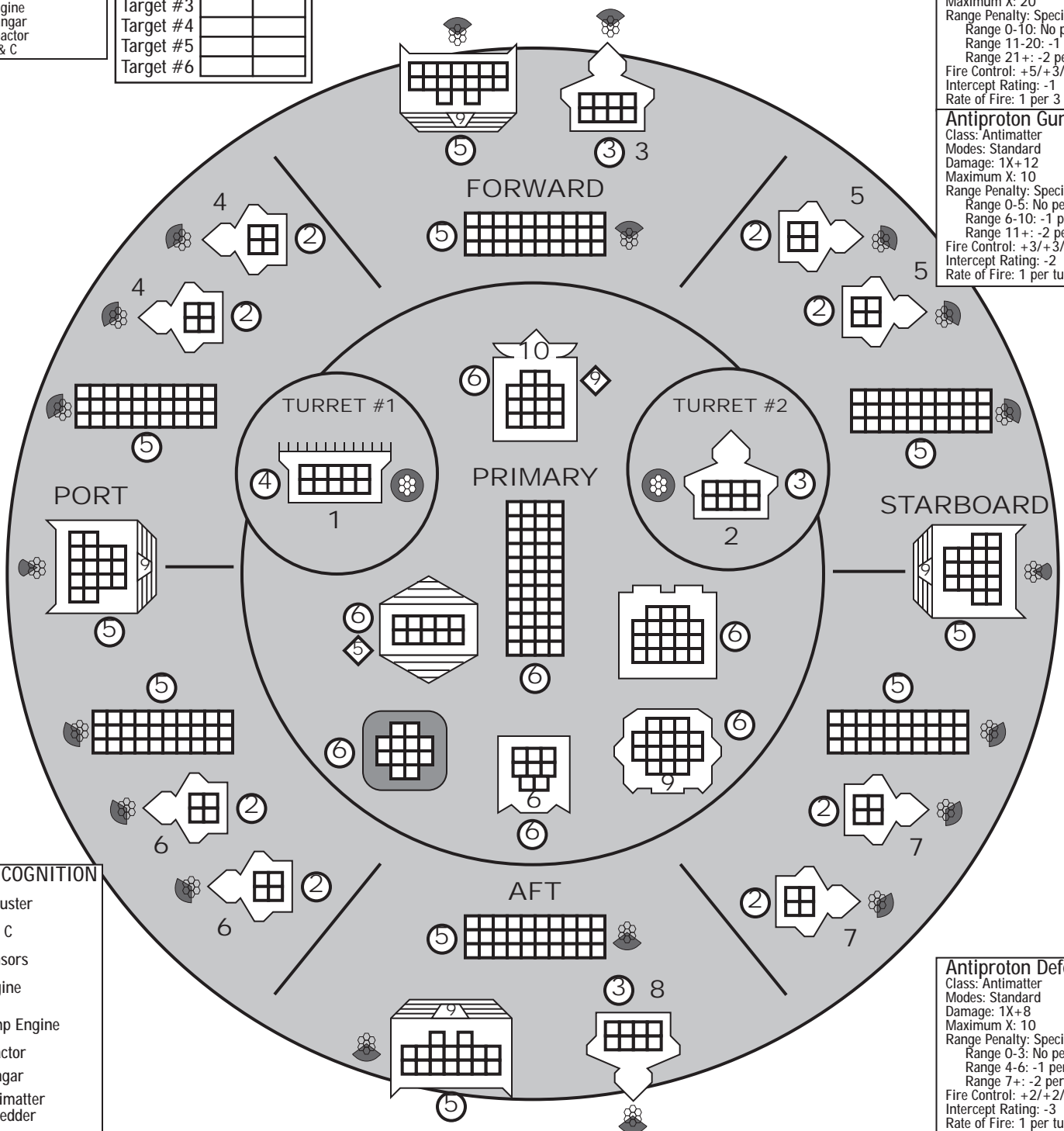
SENSOR DATA

Defensive EW

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

HANGAR

6 Fighters
2 Shuttles: Thrust: 4
Armor: 1 Defense: 7/7



ICON RECOGNITION

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