
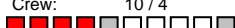


	Vree Conglomerate	2200+
	Tzymm-class Heavy Fighter	
Turns: SM	Hull: 4	
Speed: 12	Troops: --	
Special: Atmospheric, Dodge 3, Fighter		
Dogfight: +1		
		
Notes:		
<u>Weapon</u>	<u>Arc</u>	<u>Range</u> <u>AD</u> <u>Special</u>
Light Antimatter Cannon	T	4 2 AP
Twin Light Antiproton Gun	T	2 3 Twin-Linked, Weak
Name:	Crew Quality:	


A Call To Arms Critical Hit Table				
1-2	Engine Critical	Dmg.	Crew	Effect
1-2	Power Relay Destroyed	+0	+0	-1 Speed
3-4	Thruster Damaged	+1	+0	-2 Speed
5	Fuel System Ruptured	+2	+1	-4 Speed
6	Engines Disabled	+3	+1	Speed 0 No SA
3	Reactor Critical	Dmg.	Crew	Effect
1-3	Capacitors Damaged	+0	+1	-2 Speed
4-5	Reactor Gas Leak	+0	+3	No SA
6	Reactor Explosion	+3	+4	Speed 0 No SA
4	Weapon Critical	Dmg.	Crew	Effect
1-3	Targeting System Damaged	+0	+1	All Weapons -1 AD
4	Power Fluctuations	+0	+0	All Weapons 4+
5	Weapons Offline	+2	+2	-1 Weapon Arc
6	Catastrophic Ammo Explosion	+3	+4	No Weapons Fire
5	Crew Critical	Dmg.	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 System Critical	Dmg.	Crew	Effect
1	Bridge Hit	+0	+1	No SA
2	Engineering	+4	+3	No DC
3	Weapons Control	+4	+4	-1 Weapon Arc
4	Secondary Explosions	+1D6	+1D6	--
5	Reactor Implosion	+2D6	+4D6	--
6	Catastrophic Explosion	+4D6	+2D6	--


	Vree Conglomerate	2255+
	Xaar-class Patrol Boat	
Turns: 2/90°	Hull: 4	
Speed: 12	Troops: 1	
Special: Dodge 5		
Craft: None		
		
Notes:		
Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA
Name:	Crew Quality:	

Xaar-class Patrol Boat				
Weapon	Arc	Range	AD	Special
Antimatter Cannon	T	10	4	Super AP
Antiproton Gun	T	5	4	Anti-Fighter
Damage:	8 / 3			
				
Crew:	10 / 4			
				

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6	Engines Disabled	+3	+1	Speed 0 No SA
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1-3	Capacitors Damaged	+0	+1	-2 Speed
4-5	Reactor Gas Leak	+0	+3	No SA
6	Reactor Explosion	+3	+4	Speed 0 No SA
4	Weapon Critical	Dmg.	Crew	Effect
1-3	Targeting System Damaged	+0	+1	All Weapons -1 AD
4	Power Fluctuations	+0	+0	All Weapons 4+
5	Weapons Offline	+2	+2	-1 Weapon Arc
6	Catastrophic Ammo Explosion	+3	+4	No Weapons Fire
5	Crew Critical	Dmg.	Crew	Effect
1-2	Fire	+0	+2	--
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Name:	Crew Quality:	

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