

Version 1: 2E/RP2

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Vree Vyshesh Free Trader

## SPECS

Class: Medium Ship  
In Service: 2172  
Point Value: 120  
Ramming Factor: 70  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 13  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: -4

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

## WEAPON DATA

### 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

1-6: Thruster  
7-9: Cargo  
10-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-9: Cargo  
10: Weapon  
11-12: Sensors  
13-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Gravitic Drive System

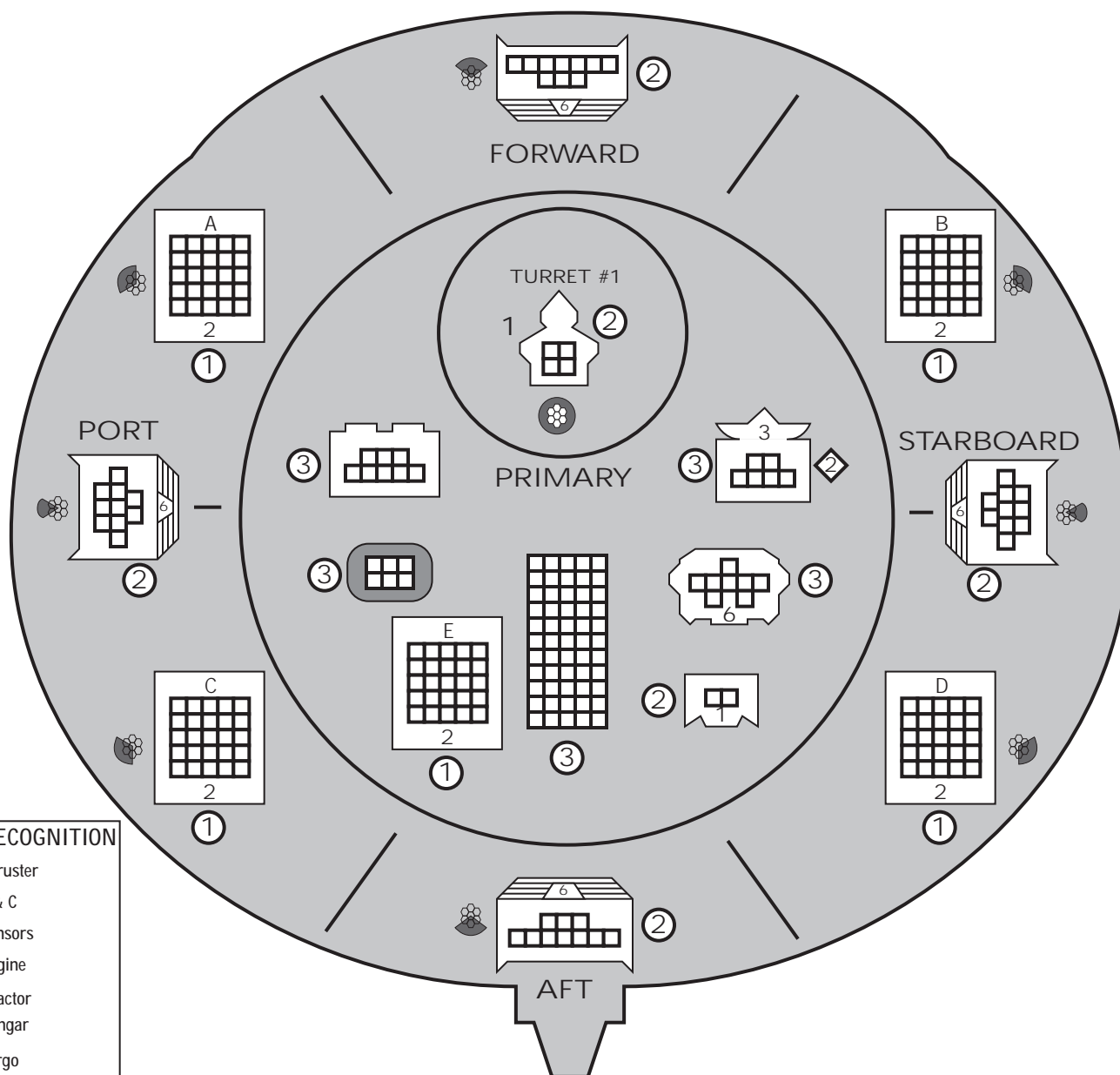
## SENSOR DATA

Defensive EW

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

## HANGARS

0 Fighters  
2 Cargo Shuttles: Thrust: 3  
Armor: 0 Defense: 12/12

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Antiproton Defender