



Zentraedi Tou Redir Scout Frigate

SPECS

Class: HCV
In Service: 1243
Point Value: 740
Ramming Factor: 140
Fold Delay: 24 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 13
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +7

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

WEAPON DATA

Mossil 918 Battery
Class: Particle
Mode: Standard
Damage: 2d10+4
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-1
Intercept Rating: -1
Rate of Fire: 1 per turn

Rasar 89 Battery

Class: Ballistic
Mode: Standard
Damage: 15
Maximum Range: 40
Range Penalty: n/a
Fire Control: +4/+4/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns
Note: 3 DEW Built-in

Rasar 481 Battery

Class: Ballistic
Mode: Pulse
Damage: 8 1d3 times
Maximum Pulses: 4
Pulse Grouping: +1 per 4
Maximum Range: 15
Fire Control: +2/+2/+4
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Note: 3 DEW Built-in

Note: Delete Aft Hangar in scenarios prior to 1815. Decrease point value by 10 points.



FORWARD HITS

1-4: Retro Thrust
5-7: Rasar 89 Battery
8-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-10: Hangar
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Fold Drive
11: Rasar 481 Battery
12-13: Mossil 918 Battery
14-15: Sensors
16-17: Engine
18: Hangar
19: Reactor
20: C&C

SPECIAL NOTES

Hyperspace Fold Drive
ELINT Ship
Giant Crew

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

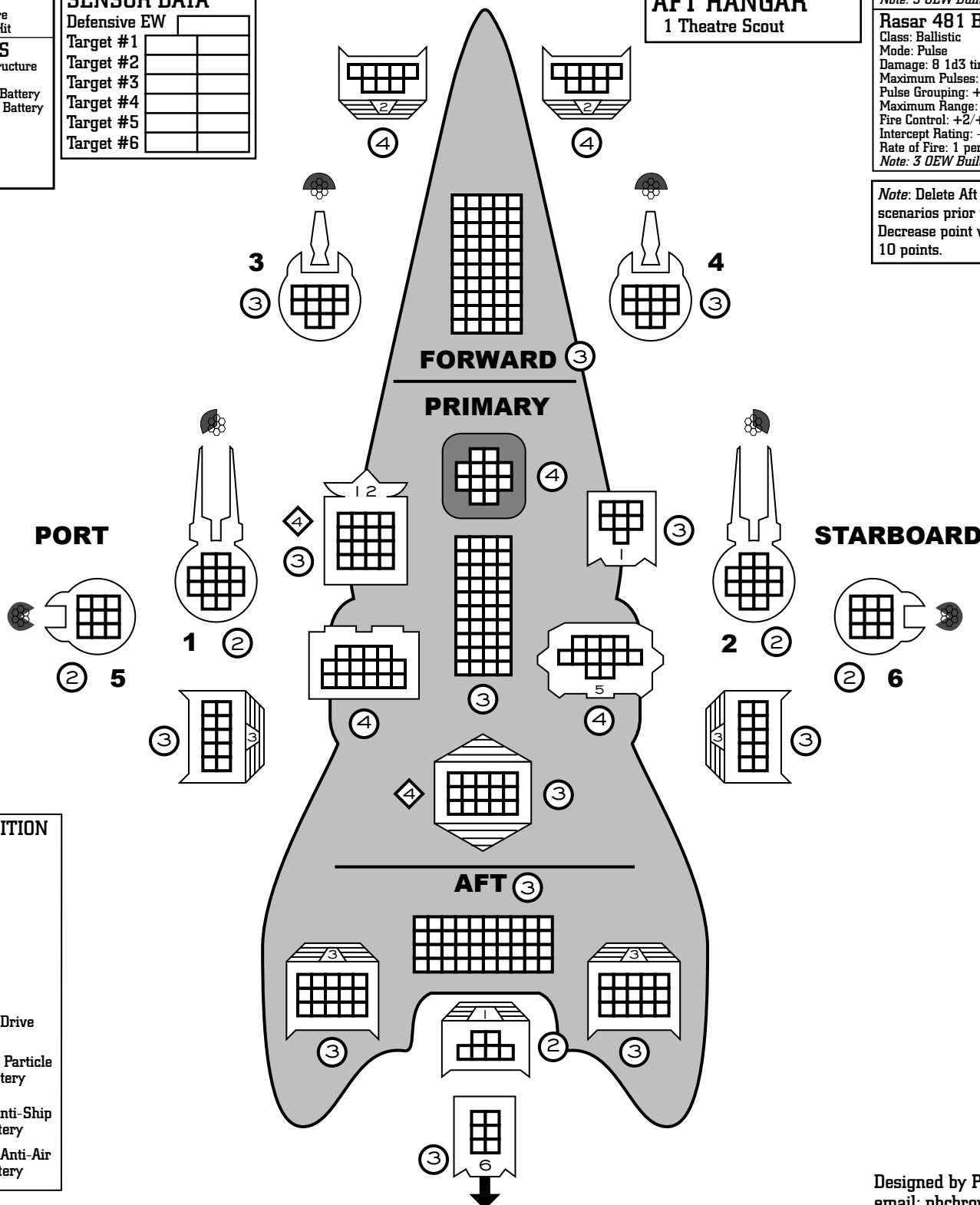
Target #6

HANGAR

6 Gnerl Fighters
1 Shuttle

AFT HANGAR

1 Theatre Scout



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyper-Fold Drive
- Mossil 918 Particle Cannon Battery
- Rasar 89 Anti-Ship Missile Battery
- Rasar 481 Anti-Air Missile Battery