



Zentraedi Rimeunadou Lojmeuean Monitor

SPECS

Class: Capital Ship
In Service: 1590
Point Value: 1750
Ramming Factor: 310
Fold Delay: 28 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 3/1
Power Shortage: -10
Initiative Bonus: +1

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

WEAPON DATA

Makral Yver 174

Reflex Cannon

Class: Particle
Range Penalty: -1 per 4 hexes
Intercept Rating: n/a
Rate of Fire: 1 per 6 turns

Concentrated Blast:

Modes: R(15), P
Damage: 12d10+180
Fire Control: +5/+3/-
Special: Non-Interceptable.
May transfer damage in anti-ship mode. Extra damage in piercing mode overkills. Affects units in same hex as target(s) as per flash weapons.

Dispersed Blast:

Modes: Proximity
Damage: 2d10+10
Fire Control: -/-/-
Special: At time of firing, gun targets four consecutive hexes in a line from the firing ship. Cannon requires two turns to deploy for firing. May not fold ship with cannon deployed.

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 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

FORWARD HITS

1-6: Reflex Cannon
7-11: Inner Reflex Cannon
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-3: Retro Thrust
4-6: Port/Stbd Thrust
7-8: Mossil 918 Battery
9: Rasar 481 Battery
10-18: Port/Stbd Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Mossil 918 Battery
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11: Rasar 481 Battery
12-14: Jump Engine
15-16: Sensors
17: Engine
18: Hangar
19: Reactor
20: C&C

SPECIAL: Inner Reflex Hits only eligible when cannon is deployed. When not deployed, treat as standard reflex cannon hits (using higher armour value).

SPECIAL NOTES

Hyperspace Fold Drive
Giant Crew
Atmospheric Capable
Limited Availability 33%

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

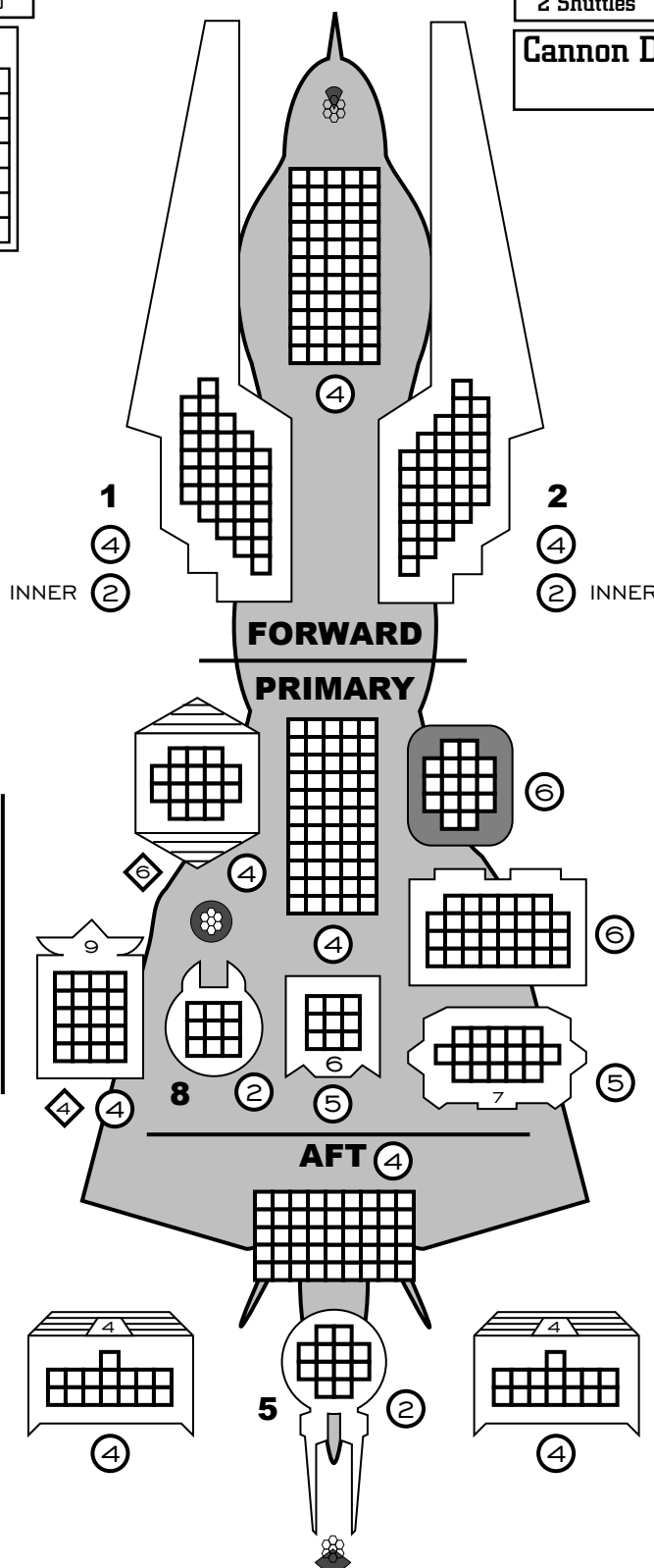
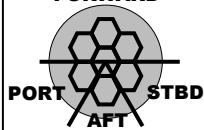
Target #4

Target #5

Target #6

HULL ARRANGEMENT:

FORWARD



ICON RECOGNITION

Thruster

C & C

Sensors

Engine

Reactor

Hangar

Hyper-Fold Drive

Makral Yver 174

Reflex Cannon

Mossil 918 Particle

Cannon Battery

Rasar 89 Anti-Ship

Missile Battery

Rasar 481 Anti-Air

Missile Battery