



2ND EDITION

Terran Zephyrus Class Gas Miner

SPECS

Class: HCV
 In Service: 2349
 Point Value: 150
 Ramming Factor: 90
 Jump Delay: 22 Turns

MANEUVERING

Turn Cost: 2/5 Speed
 Turn Delay: 1x Speed
 Accel/Decel Cost: 2 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 15
 Engine Efficiency: 4/1
 Extra Power: 0
 Initiative Bonus: +6

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

WEAPON DATA

Flak Turret

Class: Particle
 Mode: Pulse (Raking vs Ships)
 Damage: 1d6
 Maximum Pulses: 5
 Pulse Grouping: +1 per 1
 Range Penalty: -1 per hex
 Fire Control: +0/+0/+3
 Intercept Rating: -3 vs Ballistic
 Rate of Fire: 1 per turn
Special: Does not breach fighter shields.

Particle Turret

Class: Particle
 Mode: Standard
 Damage: 6
 Range Penalty: -3 per 2 hexes
 Fire Control: +3/+3/+4
 Intercept Rating: -2
 Rate of Fire: 3 per turn
Alternate Mode: 8 damage, +3/+2/+0, RoF 2 per turn

Subach HL-7 Turret

Class: Particle
 Mode: Standard
 Damage: 1d5+3
 Range Penalty: -2 per hex
 Fire Control: +2/+2/+3
 Intercept Rating: -3
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per turn

FORWARD HITS

1-3: Retro Thrust
 4: CCEW Pod
 5-6: Cargo
 7-8: Particle Turret
 9: Subach HL-7 Turret
 10-18: Forward Structure
 19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
 6-7: Flak Turret
 8-9: Particle Turret
 10: Subach HL-7 Turret
 11-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
 10-12: Port/Stb Thrust
 13-14: Jump Drive
 15: Sensors
 16-17: Engine
 18-19: Reactor
 20: C&C

SPECIAL: Roll critical when Cargo is hit. On natural 20, cargo is destroyed and apply Flash hit equal to 3 times number of cargo boxes used to forward section.

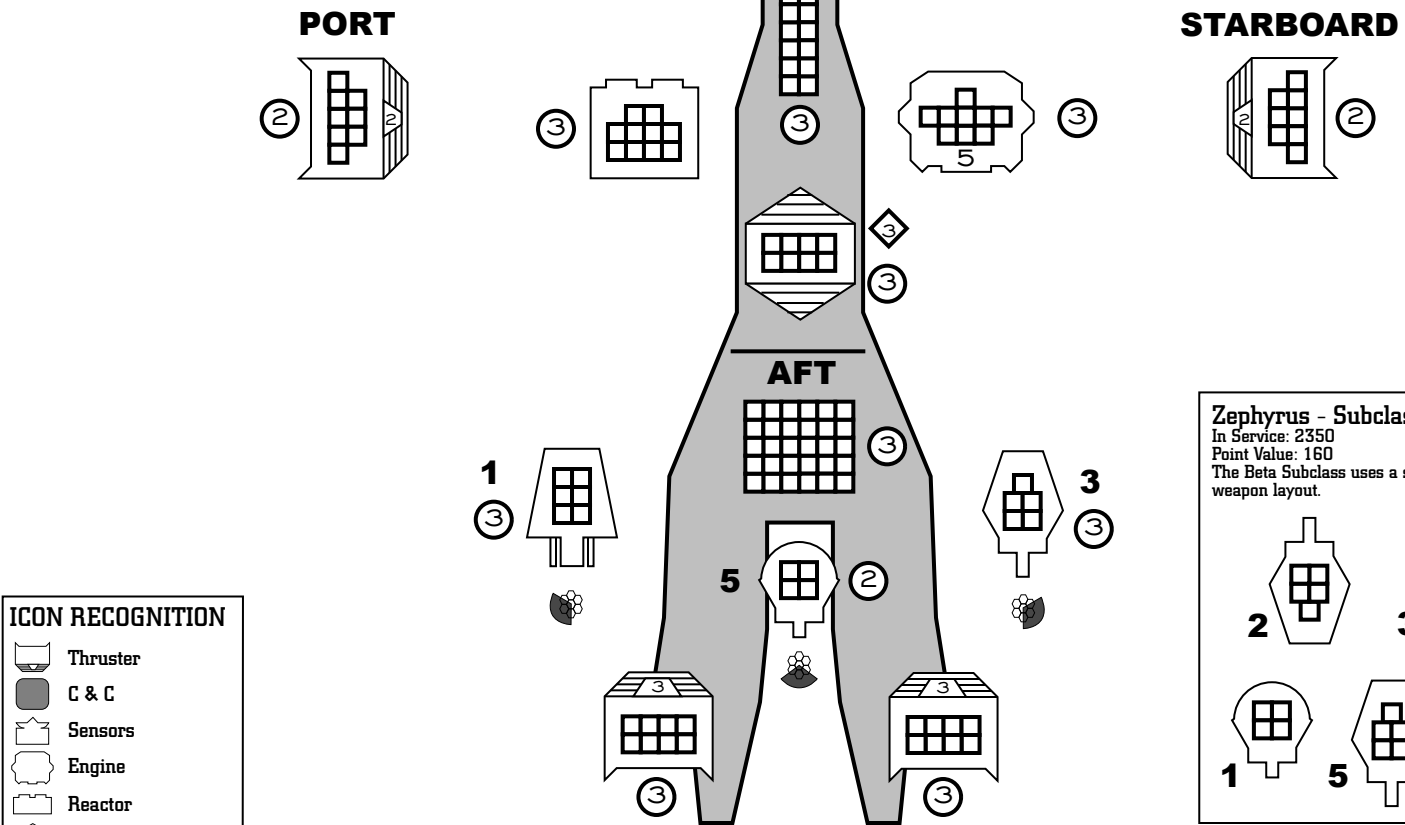
SPECIAL NOTES

Limited Sensors
 Subspace Drive

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- Cargo

Zephyrus - Subclass Beta

In Service: 2350
 Point Value: 160
 The Beta Subclass uses a slightly different weapon layout.

