



Zentraedi Queadol Magdomilla Cruiser



SPECS
 Class: Capital Ship
 In Service: 1268
 Point Value: 2850
 Ramming Factor: 870
 Jump Delay: 24 Turns

MANEUVERING
 Turn Cost: 2x Speed
 Turn Delay: 4/3 Speed
 Accel/Decel Cost: 8 Thrust
 Pivot Cost: 8+8 Thrust
 Roll Cost: 5+5 Thrust

COMBAT STATS
 Fwd/Aft Defense: 16
 Stb/Port Defense: 19
 Engine Efficiency: 5/1
 Extra Power: 0
 Initiative Bonus: +1

WEAPON DATA

Deim 649 Cannon
 Class: Particle
 Modes: R, P, S
 Damage: 3d10+19
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+3/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

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 OEW 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 OEW Built-in

Main Ship Hit Chart

FORWARD HITS
 1-4: Retro Thrust
 6-9: Rasar 89 Battery
 10: Rasar 481 Battery
 11-18: Forward Structure
 19-20: PRIMARY Hit

SIDE HITS
 1-4: Port/Stb Thrust
 5-7: Mossil 918 Battery
 8-9: Rasar 89 Battery
 10-11: Rasar 481 Battery
 12-18: Port/Stb Structure
 19-20: PRIMARY Hit

AFT HITS
 1-6: Main Thrust
 7-8: Jump Engine
 9-11: Mossil 918 Battery
 12-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS
 1-8: Primary Structure
 9: Rasar 481 Battery
 10-11: Sensors
 12-13: Engine
 14-17: Main Hangar
 18-19: Reactor
 20: C&C

Bow Ship Hit Chart

SIDE HITS
 1-3: Retro Thrust
 4-5: Port/Stb Thrust
 5-7: Deim 649 Cannon
 8-10: Mossil 918 Battery
 11: Rasar 481 Battery
 12-18: Port/Stb Structure
 19-20: PRIMARY Hit

AFT HITS
 1-10: Main Thrust
 11-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS
 1-9: Primary Structure
 10: Rasar 481 Battery
 11-12: Sensors
 13-14: Engine
 16-18: Hangar
 19: Reactor
 20: C&C

SPECIAL NOTES

+1 Command Bonus (Main)
 Hyperspace Fold Drive
 Giant Crew
 Atmospheric Capable
 Redundant Sensors

SENSOR DATA

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

Bow Ship Separated

COMBAT SPECS

Class: Capital Ship
 Ramming Factor: 250
 Fwd/Aft Defense: 14
 Stb/Port Defense: 15
 Initiative Bonus: +1

MANEUVERING

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

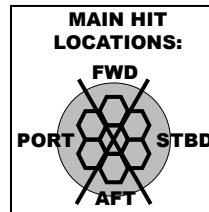
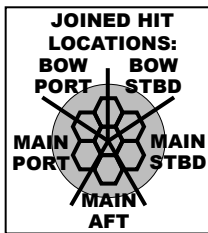
Main Ship Separated

COMBAT SPECS

Class: Capital Ship
 Ramming Factor: 620
 Fwd/Aft Defense: 16
 Stb/Port Defense: 18
 Initiative Bonus: +1

MANEUVERING

Turn Cost: 3/2 Speed
 Turn Delay: 1x Speed
 Accel/Decel Cost: 6 Th
 Pivot Cost: 6+6 Thrust
 Roll Cost: 5+5 Thrust



BOW HANGAR

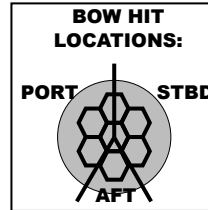
18 Regult Battlepods
 1 Glaug Battlepods
 12 Nousjadeul-Ger Armor
 4 Shuttles

MAIN HANGAR

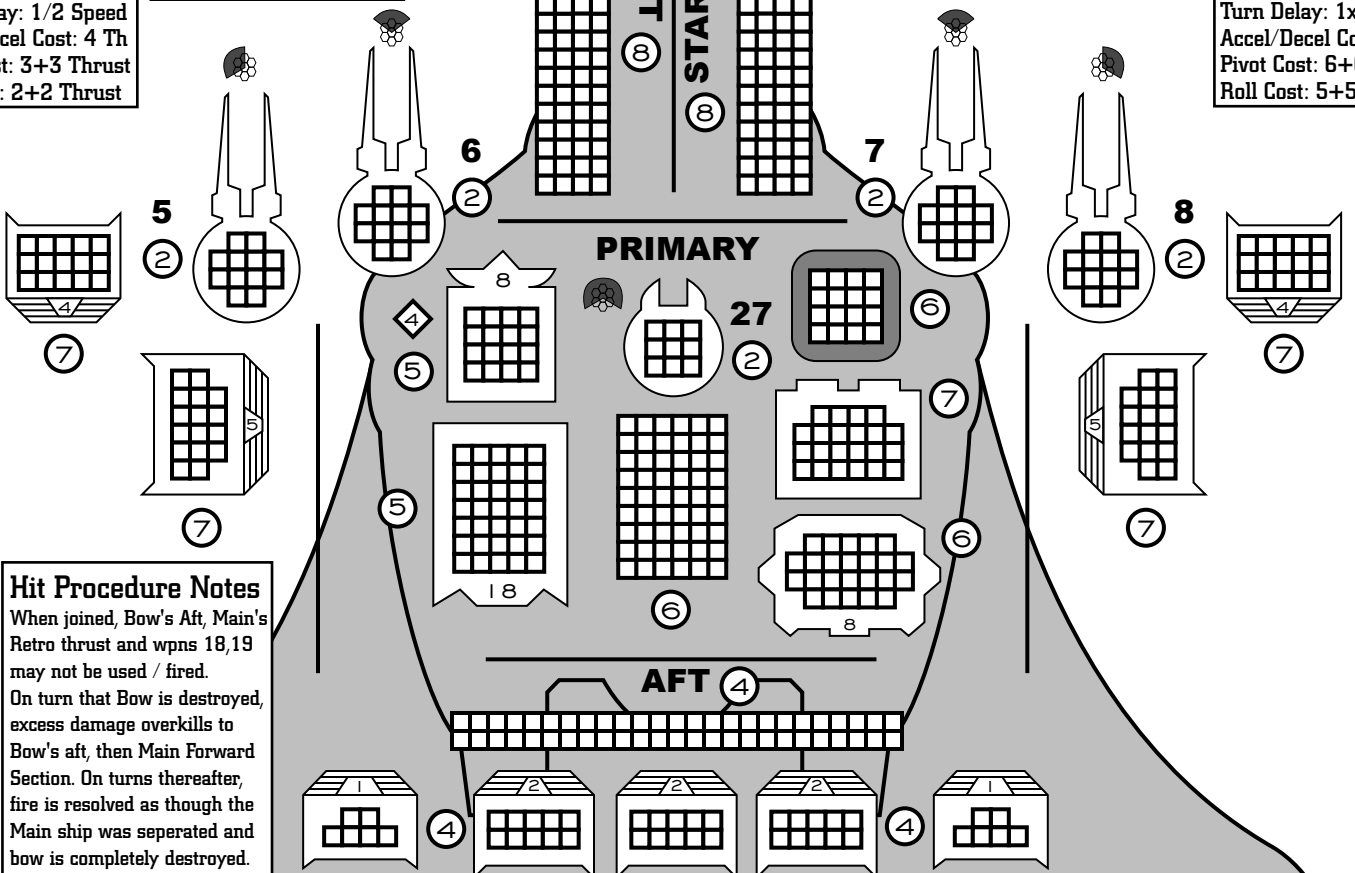
42 Gnerl Fighters
 30 Regult Battlepods
 3 Glaug Battlepods
 2 Troop Dropships
 3 Theatre Scouts
 4 Refueling Tankers
 6 Shuttles

REACTOR TOTALS

Bow Section: 30
 Main Section: 77

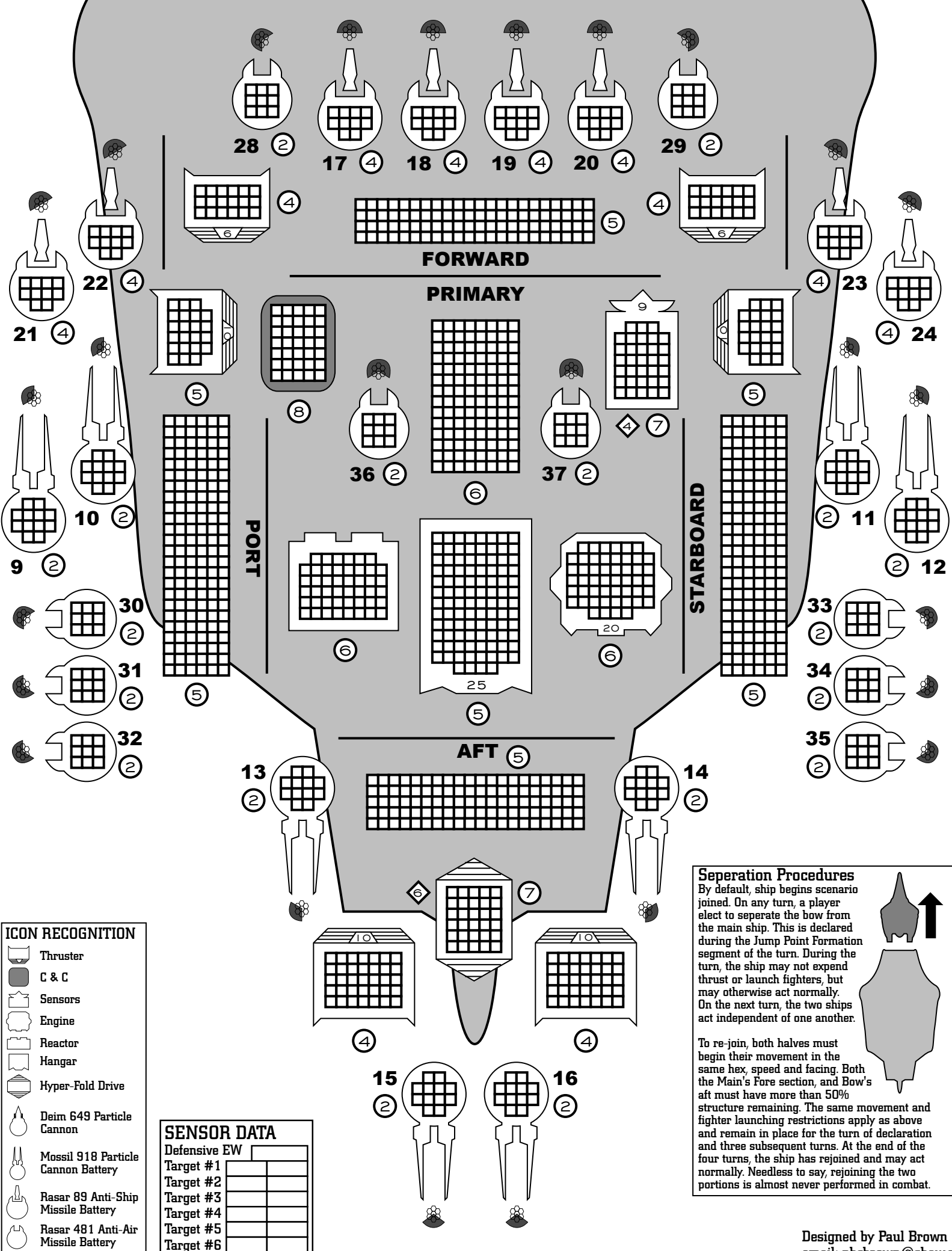


S	C	D
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
11	11	11
12	12	12














Hit Procedure Notes
 When joined, Bow's Aft, Main's Retro thrust and wpns 18,19 may not be used / fired.
 On turn that Bow is destroyed, excess damage overkills to Bow's aft, then Main Forward Section. On turns thereafter, fire is resolved as though the Main ship was separated and bow is completely destroyed.

S	C	D
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9
10	10	10
11	11	11
12	12	12



ICON RECOGNITION

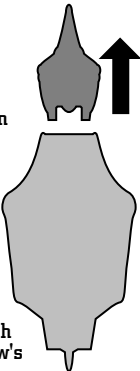
-  Thruster
-  C & C
-  Sensors
-  Engine
-  Reactor
-  Hangar
-  Hyper-Fold Drive
-  Deim 649 Particle Cannon
-  Mossil 918 Particle Cannon Battery
-  Rasar 89 Anti-Ship Missile Battery
-  Rasar 481 Anti-Air Missile Battery

SENSOR DATA

Defensive EW

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

Seperation Procedures
 By default, ship begins scenario joined. On any turn, a player elect to seperate the bow from the main ship. This is declared during the Jump Point Formation segment of the turn. During the turn, the ship may not expend thrust or launch fighters, but may otherwise act normally. On the next turn, the two ships act independent of one another.



To re-join, both halves must begin their movement in the same hex, speed and facing. Both the Main's Fore section, and Bow's aft must have more than 50% structure remaining. The same movement and fighter launching restrictions apply as above and remain in place for the turn of declaration and three subsequent turns. At the end of the four turns, the ship has rejoined and may act normally. Needless to say, rejoining the two portions is almost never performed in combat.