



Zentraedi Quel Qualhe Theatre Scouts (4)

SPECS	MANEUVERING	COMBAT STATS
Class: Lt Combat Vsl	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 11
In Service: 1812	Turn Delay: 1/4 Speed	Stb/Port Defense: 13
Point Value: 200 each	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 35	Pivot Cost: 1 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1 Thrust	Initiative Bonus: +15
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 1 1 2 2 2 2 3 3 3 3	

WEAPON DATA
Makral Martszur-6
Class: Particle
Mode: Standard
Damage: 1d6+4
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -2
Rate of Fire: 2 per turn
Rotpaen Battery
Class: Ballistic
Fire Control: +2/+2/+2
Intercept Rating: n/a
Rate of Fire: 2 per turn
Note: 3 OEW Built-in
Touwhaug AF Type
Mode: Standard
Damage: 10
Launch Range: 15
Fire Control: +0/+0/+2
Loadout: 4 missiles each
Touwhaug-likran AS Type
Mode: Flash
Damage: 18
Launch Range: 25
Fire Control: +2/+1/-2
Loadout: 2 missiles each

HIT LOCATIONS

- 1-9: Structure
- 10-11: Makral Martszur-6
- 12-13: Rotpaen Battery
- 14-16: Drive
- 17-18: Reactor
- 19-20: Control

SPECIAL NOTES

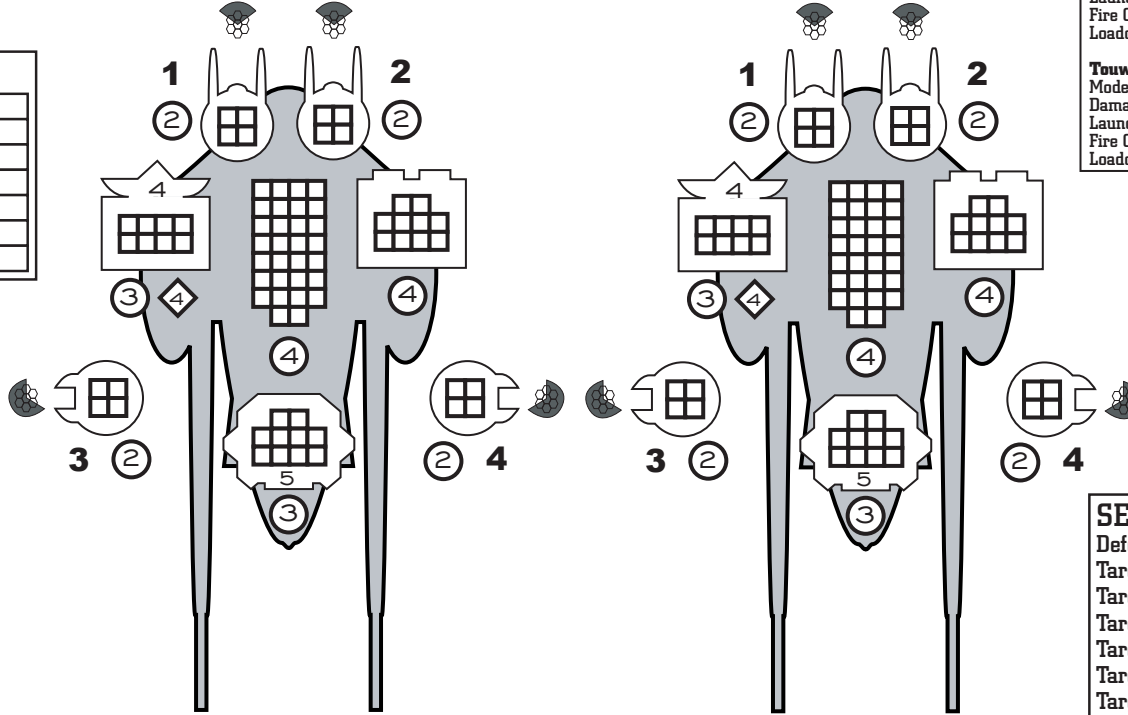
- ELINT Ships
- Agile Ships
- Atmospheric Capable
- Ignores LCV EW Restrictions
- Requires 3 Hangar Boxes

SENSOR DATA

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

Missiles

WPN #3	→
WPN #4	



Missiles

WPN #3	→
WPN #4	

SENSOR DATA

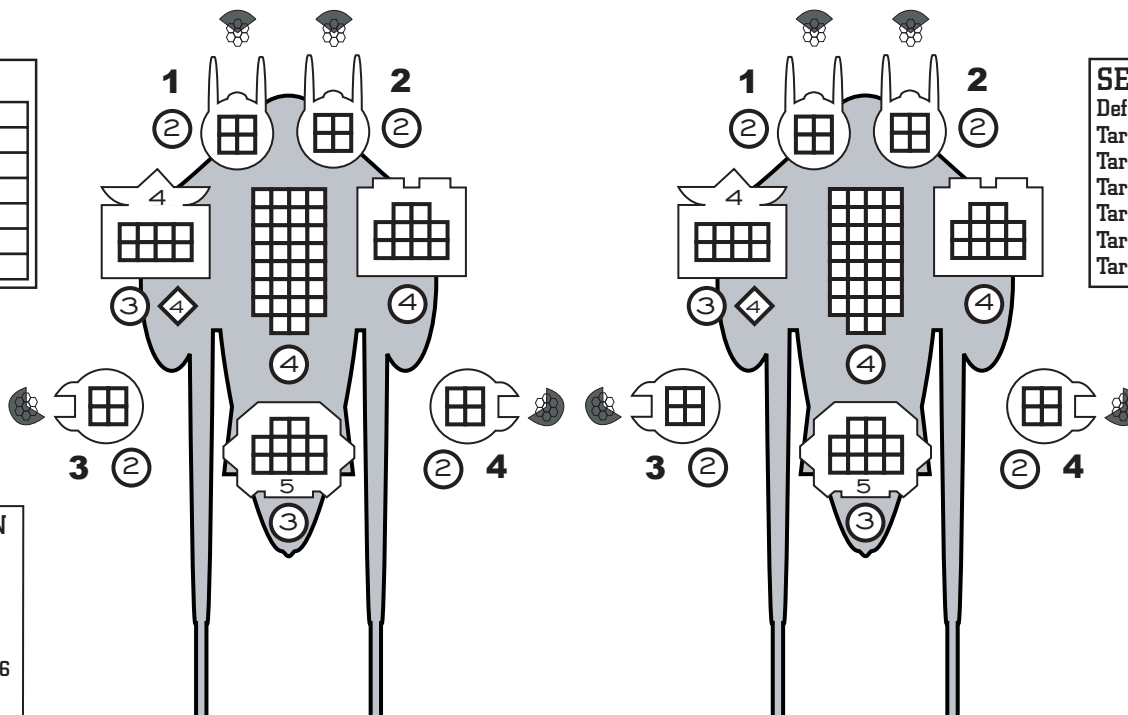
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SENSOR DATA

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

Missiles

WPN #3	→
WPN #4	



SENSOR DATA

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

Missiles

WPN #3	→
WPN #4	

ICON RECOGNITION

- Control
- Drive
- Reactor
- Makral Martszur-6
- Rotpaen Battery