



Version 1/2E

Zentraedi Regult Tactical Battlepods



SPECS

Class: Heavy Fighters
In Service: 1831
Point Value: 44 each
Ramming Factor: 16
Jinking Limit: 6 Lvl

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 8
Stb/Port Defense: 8
Free Thrust: 8
Offensive Bonus: +3
Initiative Bonus: +16

WEAPONS

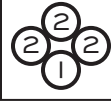
Makral Martszur-4
Number of Guns: 2 (linked)
Class: Particle
Damage: 1d6+4
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -2
Rate of Fire: 1 per turn

Karatzon Quillo-152
Number of Guns: 1 (turret)
Class: Laser
Damage: 1d6+2
Range Penalty: -2 per hex
Fire Control: n/a
Intercept Rating: -1
Rate of Fire: 1 per turn

Turret Arc
(All applicable variants:)



ARMOR



Flight Level Combat

5 or more above = 0 Hit
3-4 above = 1/6 Hit
1-2 above = 1/3 Hit
0-2 below = 1/2 Hit
3-4 below = 2/3 Hit
5-6 below = 5/6 Hit
7 or more below = All Hit

Gluuhaug Regult Variant:

Removes Quillo-152 Turret in favour of a missile turret firing short-range missiles as below:

Gerluj Touwhaug
Class: Ballistic
Damage: 1d6+3
Max Launch Range: 8 hexes
Fire Control: +0/+0/+0
Loadout: 8 missiles
Cost: 5 points each
Base Fighter Cost: 38 points

Serauhaug Regult Variant:

Removes Quillo-152 Turret in favour of a missile turret firing medium-range missiles as below:

Seraum
Class: Ballistic
Damage: 1d10+5
Max Launch Range: 14 hexes
Fire Control: +0/+0/+0
Loadout: 4 missiles
Cost: 10 points each
Base Fighter Cost: 38 points

Del Regult Variant:

Rules:
1. No Armament
2. Automatic -2 Intercept vs Ballistics for entire flight.
3. +2 Minesweeping Bonus
4. During EW allocation segment, may choose one of two eLint functions:

Defensive eLint:
Reduce profile of fighter's flight by 1 in all directions.

Offensive eLint:
May grant +1 (max +2) to hit to any friendly ship versus target of choice. Flight must be within 15 hexes of both ships.
Base Fighter Cost: 40 points

SPECIAL NOTES

Can fire both beams *or* the turret and up to 2 missiles per turn.
No navigators allowed.
Non-atmospheric.
Combat pivots cost one thrust to perform.
-3 Skindancing Bonus.

Flight #1



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Scout (Del) Regult:

LArtillery (Gluuhaug) Regult:

HArtillery (Serauhaug) Regult:

(Applies to Ftr#6 only)

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Initiative	Speed	Thrust Used	Jinking	Notes

Missiles:

Flight #2



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Scout (Del) Regult:

LArtillery (Gluuhaug) Regult:

HArtillery (Serauhaug) Regult:

(Applies to Ftr#6 only)

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Initiative	Speed	Thrust Used	Jinking	Notes

Missiles:

Flight #3



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Scout (Del) Regult:

LArtillery (Gluuhaug) Regult:

HArtillery (Serauhaug) Regult:

(Applies to Ftr#6 only)

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Initiative	Speed	Thrust Used	Jinking	Notes

Missiles:

Flight #4



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Scout (Del) Regult:

LArtillery (Gluuhaug) Regult:

HArtillery (Serauhaug) Regult:

(Applies to Ftr#6 only)

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Initiative	Speed	Thrust Used	Jinking	Notes

Missiles: