



Zentraedi Rimeunadou Lojmeuean Monitor



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1x Speed	Fwd/Aft Defense: 14
In Service: 1590	Turn Delay: 1x Speed	Stb/Port Defense: 15
Point Value: 1750	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 310	Pivot Cost: 3+3 Thrust	Power Shortage: -10
Fold Delay: 28 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +1

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

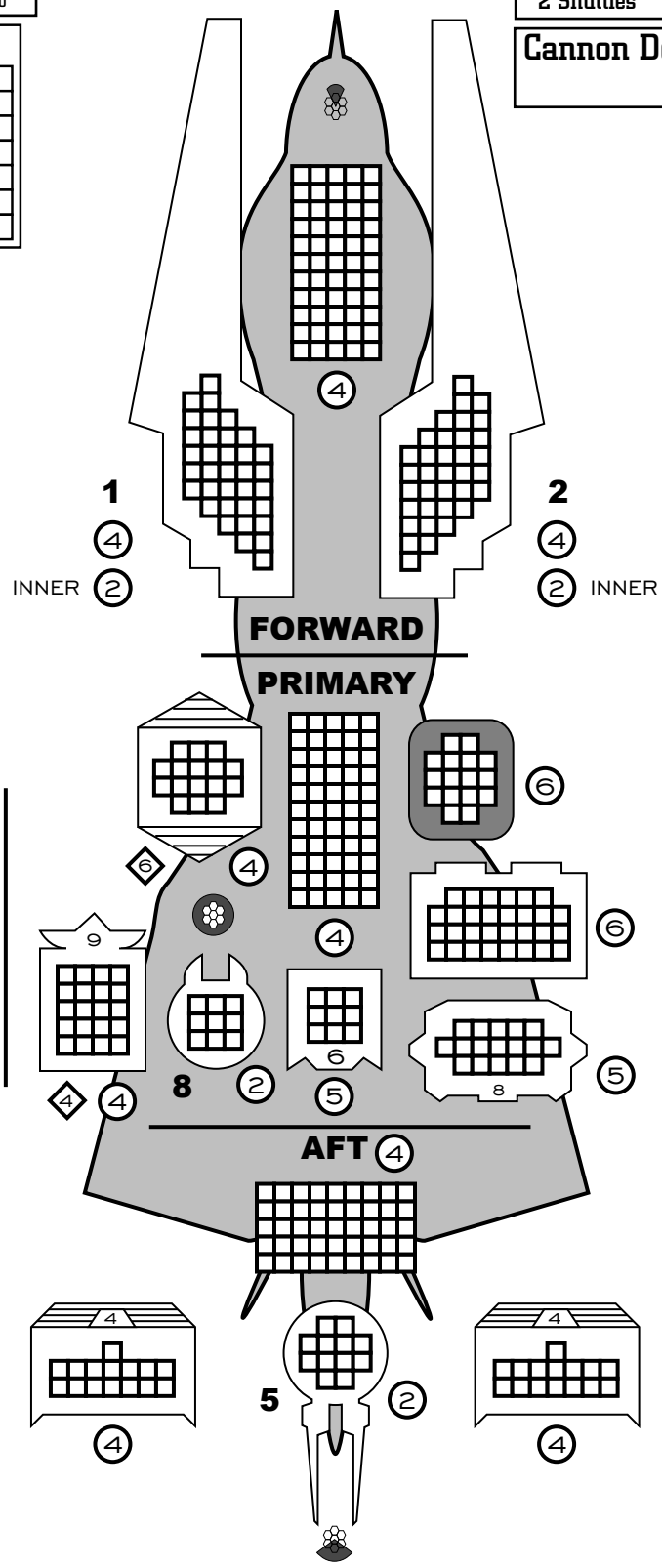
Defensive EW

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



HANGAR
 6 Regult / Gnerl Fighters
 1 Glaug Battlepod
 2 Shuttles

Cannon Deployed:



ICON RECOGNITION

- Thrustor
- 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