

# REZRETH

## SYSTEMS

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## DEPARTMENTS

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MEDICINE 02

POWER: 11

SCALE: 6

RESISTANCE: 6

SHIELDS: 13

CREW: Talented (Attribute 10, Discipline 3)

### ATTACKS:

- Phased Polaron Beam Array (Energy, Range Close, 8♣, Piercing 2)
- Photon Torpedoes (Torpedo, Range Long, 5♣, High Yield)
- Tractor Beam (Strength 5)

### SPECIAL:

- Energy Dissipator. (Energy, Range Close, 12♣ Dampening). This weapon only deals damage to shields and cannot cause breaches.
- Fighters: Each round, the carrier directs the wing's attack, choosing offense or defence. On an offensive attack run, if the Rezreth hits the fighter's target with an attack, the fighters grant 2 bonus Threat that cannot be saved. On a defensive attack run, the Difficulty of attacks against the Rezreth increase by 1. The fighters can be targeted, with the standard increased Difficulty for targeting small craft. A single breach disables a fighter, and when 3 fighters have been disabled they can no longer make attack runs.

**Traits:** Breen Capital Ship

**Overview:** The Rezreth Capital Ship is a formidable battleship serving as the flagships of the Confederacy's fleet.

**Capabilities:** Most Rezreths featured large hangers containing an attack wing of Bleth Choas Fighters. Despite being much larger, the Rezreth featured comparable armaments to the smaller Sarr Theln. The real strength of the class was its thick hull and powerful shielding. As they were slow and possessed limited maneuverability, most are accompanied on missions by Plesh Tral Frigates.

