

# REZRETH

## SYSTEMS

COMMS 10

ENGINES 11

STRUCTURE 11

COMPUTERS 10

SENSORS 09

WEAPONS 08

## DEPARTMENTS

COMMAND 03

SECURITY 02

SCIENCE 02

CONN 02

ENGINEERING 03

MEDICINE 02

Power: 11

SCALE: 6

RESISTANCE: 6

SHIELDS: 13

CREW: Talented (Attribute 10, Discipline 3)

### ATTACKS:

- Phased Polaron Beam Array (Energy, Range Medium, 8▲, Piercing 2)
- Breen Torpedoes (Torpedo, Range Long, 5▲, Vicious 1, High-yield)
- Tractor Beam (Strength 5)

### SPECIAL:

- Energy Dissipation Weapon (See *Alpha Quadrant* p.89).
- Fighter Wave: Each round, the carrier directs the fighter, choosing offense or defence. On an offensive attack run, if the *Rezreth* hits the fighters' 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 Cheas* Fighters. The *Rezreth* featured comparable armaments to the smaller *Sarr Thein*, despite being much larger, and 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.

