

Z-15 Scout

By far the fastest of the Z-Series fleet, the Z-15 Scouts speed through the various sectors, the rift engines installed within their small frames allowing them instantaneous travel through much of their territories, and their telecommunication systems allowing them to relay their intelligence back to the numerous Spacepads in fractions of a second. Though reconnaissance had been the Scout's main task in the Z-Series armada, each of them had been equipped, as a proactive measure, with both offensive and defensive capabilities.



Locations

Z-15 Scouts can be found in Solaqu, UZ 8-466, Sodaack, Veareth, Grefaho, Electra, SD 3-56, Nex 0006, Nusakan, and HW 3-863.

Stats

Skills

Tactics	80
Hit accuracy	75
Maneuver	75
Weaponry	75
Engineering	75

Health

Hull	360
Armour	1080
Armour strength	x3

Armour type	Conventional
Shield	420
Shield regeneration	
Total health	4,020

Other

XP for killing	1,700
Loot from killing	
Spawn type	
Roams?	
Cloaks?	
Retreat hold frequency	
Retreat hold rounds	
Respawn time	
Old age death time	

Weapons

Guns

Gun	Base damage	Shots per round	Total damage	Weapon type
60 MW Particle Laser	72	2	144	Conventional
60 MW Particle Laser	72	2	144	Conventional

Missiles

Missile	Base damage	Average reload time
---------	-------------	---------------------

KL760 Homing Missile	90	4
----------------------	----	---

Skilling guide

Revision #2

Created 4 October 2025 09:41:40 by Admin

Updated 12 December 2025 14:35:02 by Admin