


Ren' War Lander Transport

SPECS		Maneuvering:		DEFENSE	
Class:	HCV	Turn Cost:	2/3	Speed	Fwd/Aft Def: 15
In Service:	2222	Turn Delay:	2/3	Speed	Stb/Prt Def: 15
Point Value:	300	Accel/Deccel:	3	Thrust	Engine Efficiency: 3/1
Ramming Factor:	150	Pivot Cost:	2+1	Thrust	Extra Power: 0
Jump Delay:	n/a	Roll cost:	2+1	Thrust	Initiative: +7

Energy Pulsar		3
Mode:	Standard	
Damage:	10 d2 Times	
Maximum Pulses:	3	
Grouping Range:	+1 / 5	
Range:	-1 / Hex	
Fire Control:	+3/ +2/ +1	
Intercept Rating:	-1	
Rate of Fire:	1 per 2 Turns	

Scatter Pulsar		
Mode:	Standard	
Damage:	6 d5 Times	
Maximum Pulses:	6	
Grouping Range:	+1 / 5	
Range:	-2 / Hex	
Fire Control:	+1/ +2/ +3	
Intercept Rating:	-2	
Rate of Fire:	1 per Turn	

ELECTRONIC WARFARE

DEF. ECM		
TARGET 1		
TARGET 2		
CCEW		

SPECIAL NOTES

Atmospheric Capable
Antiquated Sensors
Cargo E hit on C or D
5/10 Cargo for space/planetary loading

Hanger

2 Cargo Shuttles
Thrust:2 DEF: 8/10 Armor:0

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2 Shuttles

Thrust:3 DEF: 7/9 Armor:0

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Forward/Aft	Hits
1-3.	F/A Thrusters
4	Scatter Pulsars
5-9	Cargo A/C
10-14	Cargo B/D
15-18	Structure
19-20	Primary

Primary Hits	
1-6	Structure
7-8	Side Thruster
9-12	Cargo (Any)
13	Energy Pulsar
14	Hanger
15-16	Sensor
17	Engine
18-19	Reactor
20	C&C

