

# Ren' War Death Skate Corvette

SPECS		Maneuvering:	DEFENSE	
Class:	MCV	Turn Cost: 1/3	Speed	Fwd/Aft Def: 11
In Service:	2224	Turn Delay: 1/3	Speed	Stb/Prt Def: 14
Point Value:	300	Accel/Deccel: 2	Thrust	Engine Efficiency: 2/1
Ramming Factor:	56	Pivot Cost: 1+1	Thrust	Extra Power: 0
Jump Delay:	n/a	Roll cost: 1+1	Thrust	Initiative: +13

FORWARD HITS	
1-8	Retro Thrusters
9-10	Scatter Pulsars
11-17	Structure
18-20	Primary
AFT HITS	
1-8	Main Thrusters
9-10	Tactical Laser
11-12	Scatter Pulsars
13-17	Structure
18-20	Primary
PRIMARY	
1-7	Side Thruster
8	Hanger
9-11	Sensor
12-14	Engine
15-18	Reactor
19-20	C&C

Special Notes:	
Antiquated Sensors	
Atmospheric Capable	

Hanger	
2 Shuttles	Thrust:3
DEF: 7/9	Armor:0
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ELECTRONIC WARFARE	
DEF. ECM	
TARGET 1	
TARGET 2	
TARGET 3	
CCEW	

Tactical Laser	
Mode:	Raking
Damage:	2D10+8
Range:	-1 / 2 Hexes
Fire Control:	+2/+1/-5
Intercept:	N/A
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

