



Ren' War Battle Cruiser

SPECS

Class: Capital Ship
In Service: 2250
Point Value: 650
Ramming Factor: 250
Jump Delay: 36

Maneuvering:

Turn Cost: 5/6 Speed
Turn Delay: 5/6 Speed
Accel/Deccel: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll cost: 2+2 Thrust

DEFENSE

Fwd/Aft Def: 15
Stb/Prt Def: 17
Engine Efficiency: 3/1
Extra Power: +1
Initiative: +1

ELECTRONIC WARFARE

DEF. ECM		
TARGET 1		
TARGET 2		
TARGET 3		
TARGET 4		
TARGET 5		
TARGET 6		
CCEW		

SPECIAL NOTES

Atmospheric Capable
Antiquated Sensors

2 Side Hangers
12 Fighters Each
2 Shuttles Each
Thrust:3 DEF: 7/9 Armor:0

FORWARD HITS

1-5 Retro Thrusters
6-7 Tactical Laser
8-9 Scatter Pulsars
10-18 Structure
19-20 Primary

PORT/STARBOARD HITS

1-3 Thrusters
4 Tactical Lasers
5 Energy Pulsars
6-8 Scatter Pulsars
9-10 Hanger
11-18 Structure
19-20 Primary

AFT HITS

1-5 Main Thrusters
6 Energy Pulsar
7-9 Scatter Pulsar
10-18 Structure
19-20 Primary

PRIMARY

1-6 Structure
7 Cargo
8-9 Sensor
10-11 Jump Drive
13-14 Engine
15-18 Reactor
19-20 C&C

Imperial Laser

Mode: Raking
Damage: 4D10+8
Range: -1 / 3 Hexes
Fire Control: +3/ +2/ -5
Intercept: N/A
Rate of Fire: 1 per 4 Turns

Energy Pulsar

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

