



Renwar Lancer Cruiser

SPECS

Class: Capital Ship
In Service: 2221
Point Value: See Refit
Ramming Factor: 250
Jump Delay: 20

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: +2
Initiative: +1

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
10-12 Jump Drive
13-14 Engine
15-18 Reactor
19-20 C&C

SPECIAL NOTES

Atmospheric Capable
Antiquated Sensors

ELECTRONIC WARFARE

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

Sensor Refit

	2221	2237	2243
Sensor Rating	5	6	7
Power Usage	8	5	4
BPV	550	580	625

2 Side Hangers

12 Fighters Each

2 Shuttles Each

Thrust:3 DEF: 7/9 Armor:0

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

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

