

Ren' War Block Ship DD

SPECS	Maneuvering:	DEFENSE
Class: HCV	Turn Cost: 2/3 Speed	Fwd/Aft Def: 14
In Service: 2221	Turn Delay: 2/3 Speed	Stb/Prt Def: 16
Point Value: ...	Accel/Deccel: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 125	Pivot Cost: 2+1 Thrust	Extra Power: 0
Jump Delay: n/a	Roll cost: 2+1 Thrust	Initiative: +7

ELECTRONIC WARFARE

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

SPECIAL NOTES

Antiquated Sensors

Sensor Refit

	2221	2237	2243
Sensor Rating	4	5	6
Power Usage	6	5	4
BPV	425	450	480

Hanger
12 Fighters
2 Shuttles
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

Foreward/Aft Hits	Thrusters
1-4	
5-6	Tactical lasers
7-8	Scatter Pulsars
9	Energy Pulsar
10-18	Structure
19-20	Primary
Primary Hits	Structure
1-6	
7-8	Side Thruster
9	Cargo
10-11	Hanger
12-13	Sensor
14-15	Engine
16-18	Reactor
19-20	C&C

