



Ren' War Defiant FF

SPECS	Maneuvering:	DEFENSE
Class: HCV	Turn Cost: 2/3	Fwd/Aft Def: 15
In Service: 2250/2253	Turn Delay: 2/3	Stb/Prt Def: 16
Point Value: 585/600	Accel/Deccel: 3	Engine Efficiency: 3/1
Ramming Factor: 150	Pivot Cost: 2+2	Extra Power: +2
Jump Delay: n/a	Roll cost: 2+1	Initiative: +7

ELECTRONIC WARFARE

Foreward/Aft Hits	
1-4	Thrusters
5-7	Imperial Lasers
8-10	Scatter Pulsars
10-18	Structure
19-20	Primary

Primary Hits	
1-7	Structure
8-9	Side Thruster
10-12	Hanger
13-14	Sensor
15-16	Engine
17-18	Reactor
19-20	C&C

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

SPECIAL NOTES

Antiquated Sensors before 2253

Hanger
12 Fighters
4 Shuttles
Thrust:3 DEF: 7/9 Armor:0

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

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

