

RenWar Gunboats

PRIMARY	
1-9	Structure
10-11	Thruster
12-13	Laser/Pulsar
14-16	Drive
17-18	Reactor
19-20	Control

SPECS			Maneuvering:					DEFENSE				
Class:	LCV		Turn Cost:	x1/4		Speed			Fwd/Aft Def:	9		
In Service:	2221		Turn Delay:	x1/3		Speed			Stb/Prt Def:	12		
Point Value:	see chart		Accel/Deccel:	1		Thrust			Engine Efficiency:	1/1		
Ramming Factor:	30		Pivot Cost:	2		Thrust			Extra Power:	0		
Jump Delay:	N/A		Roll cost:	1		Thrust			Initiative:	+14		
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	1	2	2	2	2	3	3	3	3
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

SPECIAL NOTES		Sensor Refit	
Antiquated Sensors		2221	2237
Agile Ship		2243	
Atmospheric Capable			
Sensor Rating	2	3	4
Power Usage	3	3	3
BPV	140	155	175

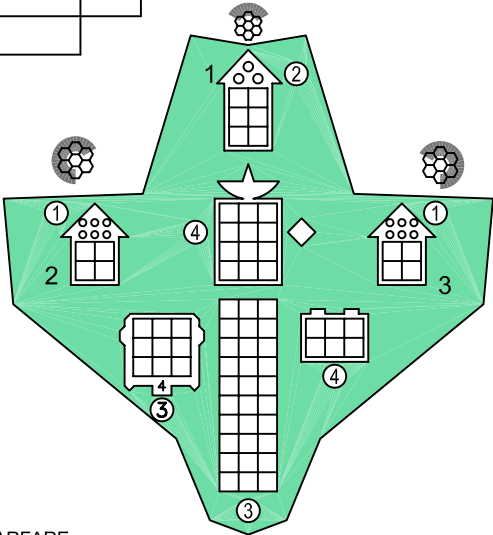
Tactical Laser		4
Mode:	Raking	
Damage:	2D10+8	
Range:	-1/ 2 Hexes	
Fire Control:	+2/+1/-5	
Intercept:	N/A	
Rate of Fire:	1 per 2 Turns	

Energy Pulsar		3
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		2
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	

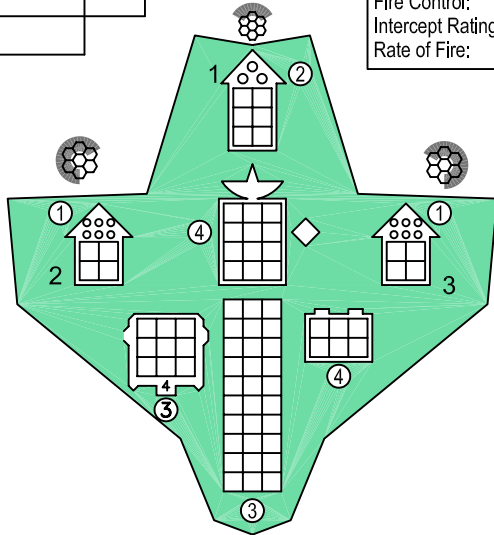
ELECTRONIC WARFARE

DEF. ECM		
TARGET 1		
TARGET 2		
TARGET 3		
CCEW		



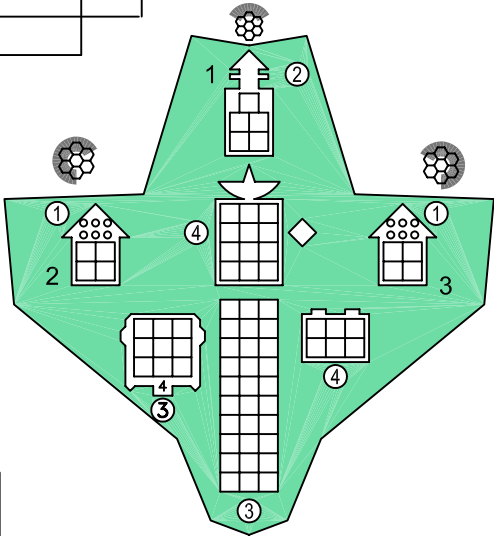
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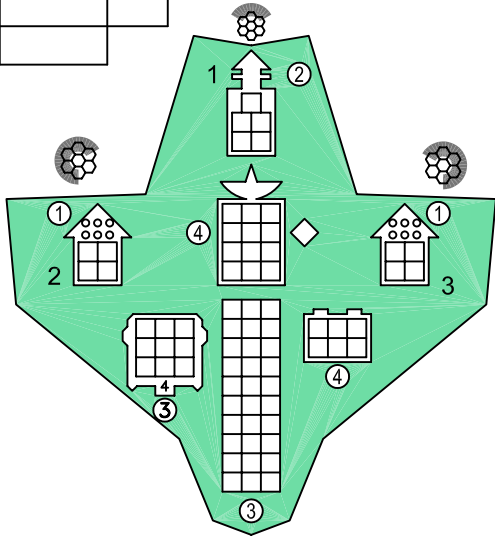
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SPECIAL ICONS