



# Ren' War Strike Cruiser

SPECS	Maneuvering:	DEFENSE
Class: Capital Ship	Turn Cost: 5/6	Speed 5/6
In Service: 2245	Turn Delay: 5/6	Speed 5/6
Point Value: 625	Accel/Deccel: 4	Thrust 3/1
Ramming Factor: 250	Pivot Cost: 3+3	Thrust +1
Jump Delay: 20	Roll cost: 2+2	Thrust +1

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

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

SPECIAL NOTES  
Atmospheric Capable  
Antiquated Sensors

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

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

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

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

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
12-14 Engine
15-18 Reactor
19-20 C&C

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

