

Ren' War Surprise Carrier

SPECS		Maneuvering:	DEFENSE
Class:	HCV	Turn Cost: 2/3 Speed	Fwd/Aft Def: 15
In Service:	2235	Turn Delay: 2/3 Speed	Stb/Prt Def: 15
Point Value:	400	Accel/Deccel: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor:	150	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		
CCEW		

SPECIAL NOTES

Atmospheric Capable
Antiquated Sensors
Indistiguishable from Lander Class
Merchants untill fighters launched

Main Hanger
2 Cargo Shuttles
Thrust:2 DEF: 8/10 Armor:0
2 Shuttles
Thrust:3 DEF: 7/9 Armor:0
Hangers A-D
12 Medium Fighters

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

Foreward/Aft Hits	
1-3.	F/A Thrusters
4	Scatter Pulsars
5-9	Hanger A/C
10-14	Hanger B/D
15-18	Structure
19-20	Primary

Primary Hits	
1-7	Structure
8-11	Side Thruster
12-13	Energy Pulsar
14	Hanger
15-16	Sensor
17	Engine
18-19	Reactor
20	C&C

