

Krenim Warship

SPECS

Class: Capital Ship
 In Service: 2353
 Point Value: 630
 Ramming Factor: 190
 Warp Delay: 5 Turns

MANEUVERING

Turn Cost: 2/3 Speed
 Turn Delay: 2/3 Speed
 Accel/Decel Cost: 2 Thrust
 Pivot Cost: 2+2 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 16
 Engine Efficiency: 2/1
 Extra Power: 0
 Initiative Bonus: +0

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|------------|---|---|---|---|---|---|---|---|---|----|----|----|
| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Turn Cost | 1 | 2 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7 | 7 | 8 |
| Turn Delay | 1 | 2 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7 | 7 | 8 |

WEAPON DATA

Pulse Disruptor
 Class: Molecular
 Modes: Pulse
 Damage: 12 1d2 times
 Max Pulses: 3
 Grouping Range: +1 per 4
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+1
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

Light Pulse Disruptor
 Class: Molecular
 Modes: Pulse
 Damage: 7 1d2 times
 Max Pulses: 4
 Grouping Range: +1 per 4
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

Chronaton Torpedo
 Class: Ballistic
 Mode: Standard
 Damage: 3d10
 Max Range: -1 per 2 hexes
 after range 30
 Fire Control: +3/+2/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
 Special: Ignores shields on a d6 roll of '2', '3', '4', '5' or '6'.

Deflector Shield
 Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

- FORWARD HITS**
 1-3: Deflector Shield
 4-6: Chronaton Torpedo
 7-8: Lt Pulse Disruptor
 9-18: Forward Structure
 19-20: PRIMARY Hit
- SIDE HITS**
 1-3: Pulse Disruptor
 4-5: Lt Pulse Disruptor
 6-9: Warp Engine
 10-18: Port/Stb Structure
 19-20: PRIMARY Hit
- AFT HITS**
 1-5: Impulse Thruster
 6-7: Deflector Shield
 8-9: Chronaton Torpedo
 10-18: Aft Structure
 19-20: PRIMARY Hit
- PRIMARY HITS**
 1-8: Primary Structure
 9: Tractor Beam
 10-11: Shield Generator
 12-13: Sensors
 14-15: Hangar
 16-18: Engine
 19: Reactor
 20: C&C

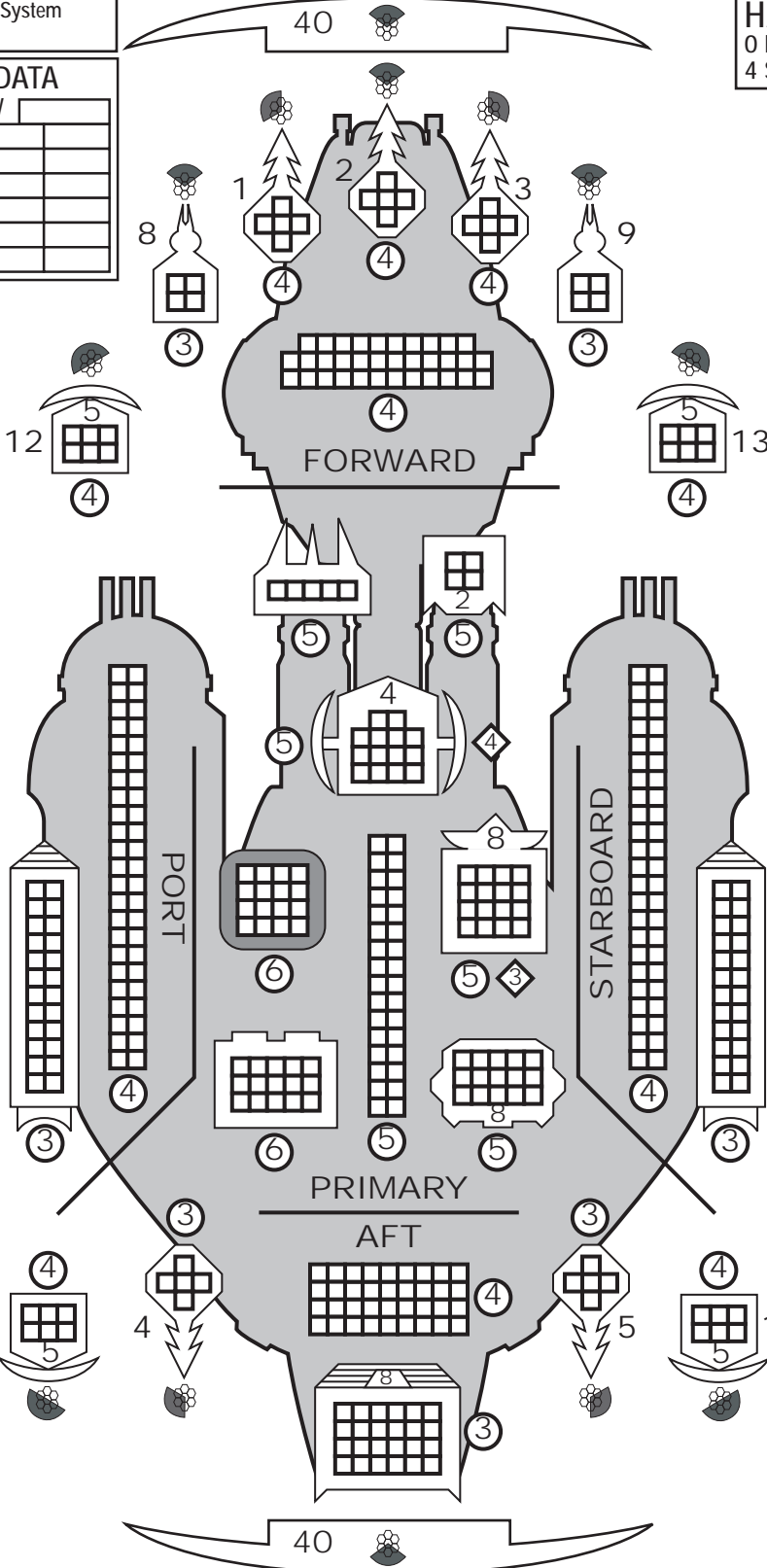
SPECIAL NOTES
 Gravitic Drive System
 Impulse Drive

SENSOR DATA

Defensive EW

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|-----------|--|--|
| Target #1 | | |
| Target #2 | | |
| Target #3 | | |
| Target #4 | | |
| Target #5 | | |
| Target #6 | | |

HANGAR
 0 Fighters
 4 Shuttles



- ICON RECOGNITION**
- Impulse Thruster
 - C & C
 - Sensors
 - Engine
 - Reactor
 - Hangar
 - Shield Generator
 - Deflector Shield
 - Warp Engine
 - Pulse Disruptor
 - Lt Pulse Disruptor
 - Chronaton Torpedo