

Version 1: 2E/RP2

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Raider Hybrid Saucer

## SPECS

Class: Medium Ship  
In Service: 2242  
Point Value: 225  
Ramming Factor: 70  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 1+1 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 13  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +12

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	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

## WEAPON DATA

Medium Laser Cannon  
Class: Laser  
Mode: Raking  
Damage: 3d10+12  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

## Standard Particle Beam

Class: Particle  
Modes: Standard  
Damage: 1d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+4/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## GENERAL HITS

1-6: Thruster/Engine  
7-9: Weapon  
10-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-11: Cargo  
12-15: Sensors  
16-17: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

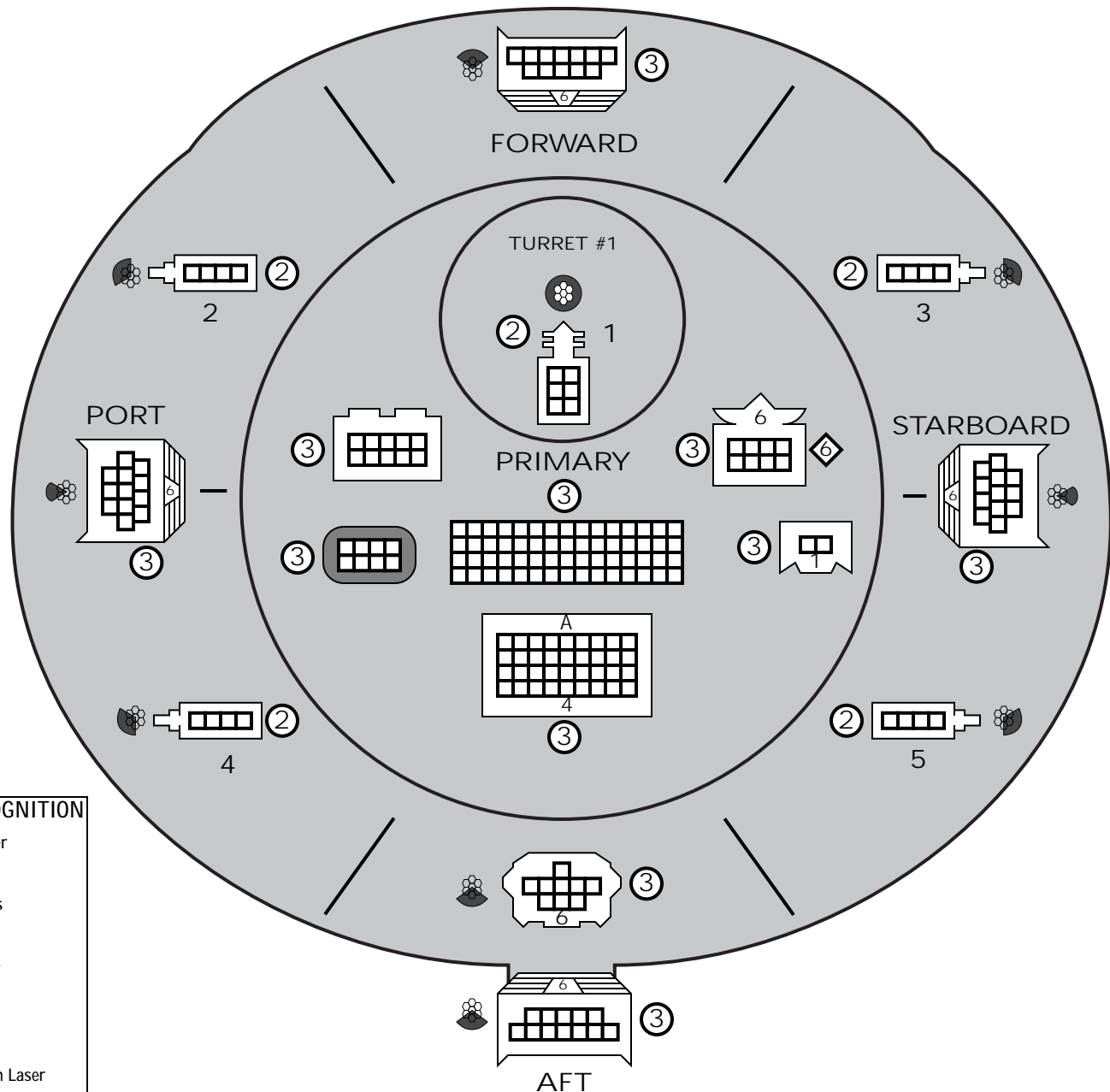
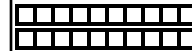
Hybrid Drive System

## SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

## HANGAR

0 Fighters  
2 Shuttles: Thrust: 3  
Armor: 1 Defense: 8/10



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Medium Laser
- Std Particle Beam