

Drazi Hunter Raven Light Raider

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 11
In Service: 2042	Turn Delay: 1/3 Speed	Stb/Port Defense: 11
Point Value: 310	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 40	Pivot Cost: 2 Thrust	Extra Power: +2
Jump Delay: N/A	Roll Cost: 2 Thrust	Initiative Bonus: +14
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 1 2 2 2 3 3 4 4 4 6	

WEAPON DATA	
Repeater Gun	◆
Class: Particle	
Modes: Standard	⚡
Damage: 1d10+3	
Range Penalty: -1 per 2 hexes	
Fire Control: +2/+2/+2	
Intercept Rating: -1 per shot	
Rate of Fire: 1 or more per turn	
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	

FORWARD HITS
1-5: Retro Thrust
6-7: Standard Particle Beam
8-10: Repeater Gun
11-17: Structure
18-20: PRIMARY Hit

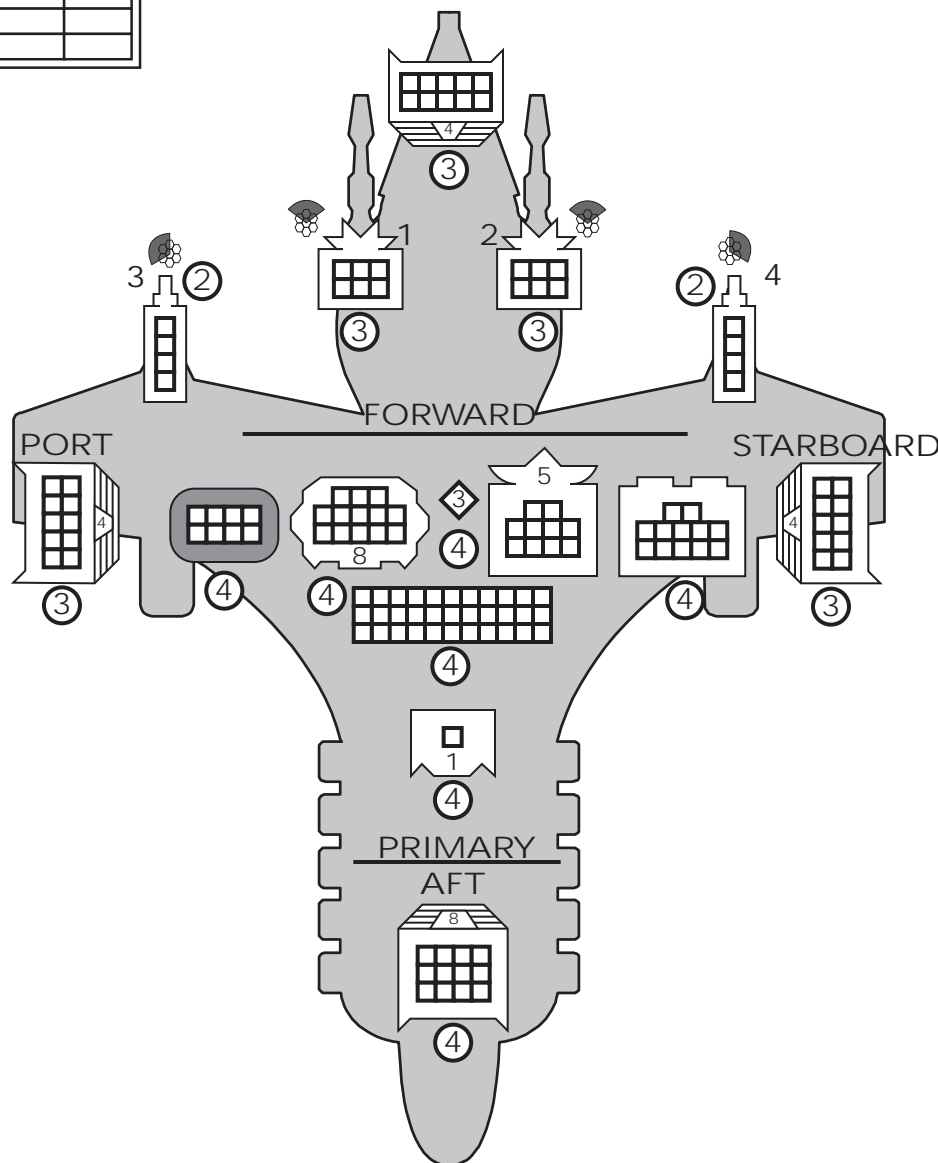
AFT HITS
1-6: Main Thrust
7-17: Structure
18-20: PRIMARY Hit









PRIMARY HITS
1-8: Port/Stb Thrust
9-11: Sensors
12-14: Engine
15: Hangar
16-18: Reactor
19-20: C & C

SPECIAL NOTES
Agile Ship

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

HANGAR
0 Fighters
1 Shuttle: Thrust: 4
Armor: 0 Defense: 8/9
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ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Repeater Gun
	Std Particle Beam