

# Raider Skiff

## SPECS

Class: Medium Ship  
In Service: 2232  
Point Value: 230  
Ramming Factor: 50  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 1+1 Thrust  
Roll Cost: 1+1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 14  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +0

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

## WEAPON DATA

**Lt Particle Cannon**  
Class: Particle  
Modes: Raking  
Damage: 2d10+8  
Range Penalty: -1 per hex  
Fire Control: +4/+2/+0  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

## Lt Particle Beam

Class: Particle  
Modes: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## FORWARD HITS

1-5: Retro Thrust  
6-9: Lt Particle Cannon  
10-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8-10: Lt Particle Beams 5-8  
11-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-6: Port/Stb Thrust  
7-8: Cargo  
9-10: Lt Particle Beam  
11-13: Sensors  
14: Hangar  
15-16: Engine  
17-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

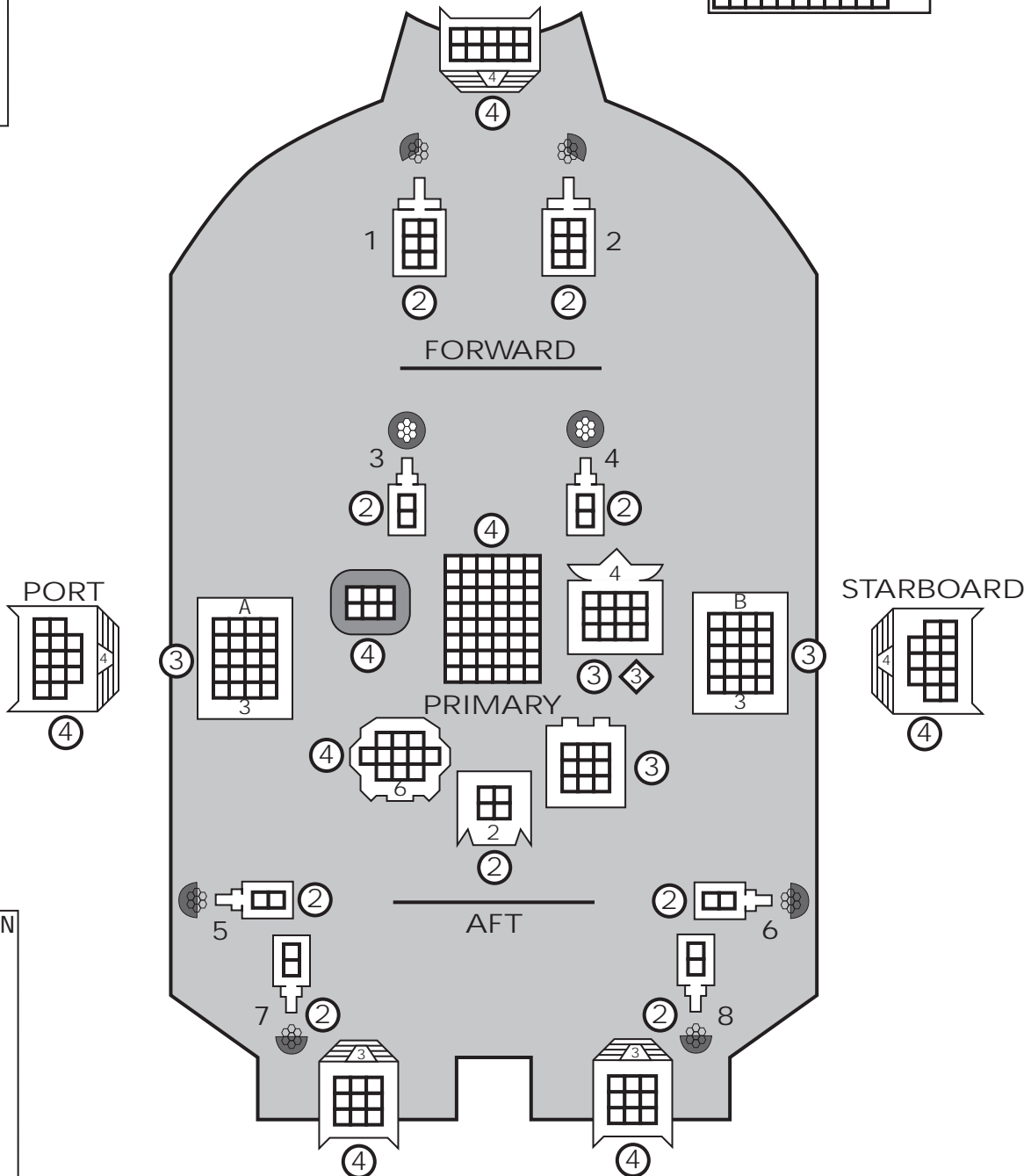
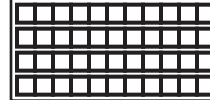
Target #6

## HANGAR

0 Fighters

4 Cargo Shuttles: Thr: 4

Armor: 0 Def: 12/12



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Lt Particle Cannon
- Lt Particle Beam