

Version 1: 2E/RP2

Name: _____ Counter: _____



Raider Uid'Ac'e Cruiser

SPECS

Class: Capital Ship
In Service: 2235
Point Value: 550
Ramming Factor: 200
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 18
Engine Efficiency: 3/1
Extra Power: 0
Initiative Penalty: -1

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

Medium Bolter

Class: Pulse
Mode: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turn

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

Scatter Pulsar

Class: Particle
Mode: Pulse
Damage: 6 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 5
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Med. Plasma Cannon

Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

FORWARD HITS

1-4: Retro Thrust
5: Medium bolter
6-7: Scatter Pulsar
8-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Medium Laser
7-8: Med. Plasma
9-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-9: Scatter Pulsar
10-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-11: Sensors
12-14: Engine
15-16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES

Restricted Availability (10%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

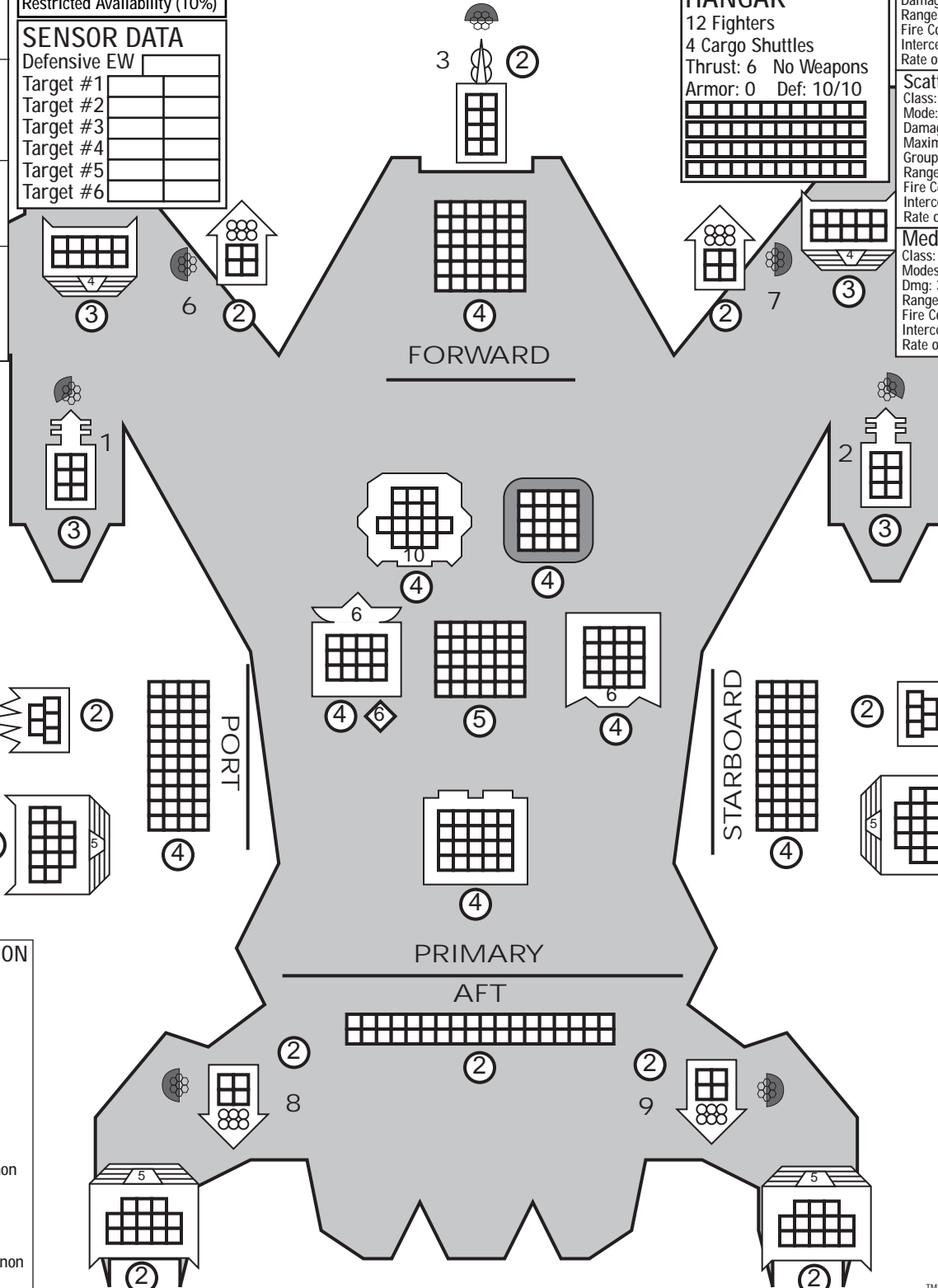
HANGAR

12 Fighters

4 Cargo Shuttles

Thrust: 6 No Weapons

Armor: 0 Def: 10/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med Laser Cannon
- Medium Bolter
- Md. Plasma Cannon
- Scatter Pulsar