



NAME:

COUNTER:

CYLON RAIDER (HEAVY FIGHTER)

SPECS
 CLASS: HEAVY FIGHTER
 IN SERVICE: 1802
 POINT VALUE: 55 EACH
 RAMMING FACTOR: 24
 JINKING LIMIT: 5 LEVELS

MANEUVERING
 TURN COST: 1/3 SPEED
 TURN DELAY: 0
 ACCEL/DECAL COST: 1 THRUST
 PIVOT COST: N/A
 ROLL COST: 1 THRUST

COMBAT STATS
 FWD/AFT DEFENSE: 8
 STB/PORT DEFENSE: 8
 FREE THRUST: 12
 OFFENSIVE BONUS: +5
 INITIATIVE BONUS: +14

WEAPON DATA

TURBOLASER
 NUMBER OF GUNS: 2 (LINKED)
 CLASS: LASER
 DAMAGE: 1d6+5
 RANGE PENALTY: -2 PER HEX
 FIRE CONTROL: N/A
 RATE OF FIRE: ONCE PER TURN

BASIC FIGHTER MISSILE
 COST: 8 COMBAT POINTS
 CLASS: BALLISTIC
 DAMAGE: 10
 MAX RANGE: 6 HEXES
 FIRE CONTROL: N/A
 INTERCEPT RATING: N/A

METRON BOMB
 COST: 10 COMBAT POINTS
 CLASS: BALLISTIC
 DAMAGE: 20
 MAX RANGE: 0 HEXES
 FIRE CONTROL: N/A
 INTERCEPT RATING: N/A
 SPECIAL: UNGUIDED WEAPON;
 IGNORES DEW AND OB. IF NOT
 JINKING, MAY MAKE CALLED SHOT
 ON EXTERNAL SYSTEM AT -8

HISTORICAL DEVELOPMENT

DATE	POINT VALUE	THRUST	OB	INITIATIVE	MISSILES	ARMOR	GUNS
1802	30	10	+3	+12 (+1 Nav)	2 - 2/TURN	1/1/0	1d6+3
1859	38	11	+4	+13 (+1 Nav)	4 - 2/TURN	2/1/0	1d6+4
1924	46	11	+4	+13 (+1 Nav)	4 - 2/TURN	2/1/1	1d6+5
1975	55	12	+5	+14 (+1 Nav)	6 - 2/TURN	2/2/1	1d6+5

**OPTIONAL:
 DEATHSQUADRON**
 COST: 20 COMBAT POINTS
 DOUBLE RAMMING FACTOR
 RESTRICTED DEPLOYMENT: 10%

SPECIAL NOTES:
 ALL FIGHTERS HAVE A NAVIGATOR
 INITIATIVE BONUS: +1
 MISSILE GUIDANCE ABILITY

 CAN CARRY 6 MISSILES OR BOMBS
 LAUNCH RATE: 2 PER TURN

 ATMOSPHERIC



FLIGHT LEVEL COMBAT

5 OR MORE ABOVE	= 0 HIT
3-4 ABOVE	= 1/6 HIT
1-2 ABOVE	= 1/3 HIT
0-2 BELOW	= 1/2 HIT
3-4 BELOW	= 2/3 HIT
5-6 BELOW	= 5/6 HIT
7 OR MORE BELOW	= ALL HIT

TARGET	FLIGHT #1 			
To-Hit				
FTR DESTROYED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES

TARGET	FLIGHT #2 			
To-Hit				
FTR DESTROYED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES

TARGET	FLIGHT #3 			
To-Hit				
FTR DESTROYED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES

TARGET	FLIGHT #4 			
To-Hit				
FTR DESTROYED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES

TARGET	FLIGHT #5 			
To-Hit				
FTR DESTROYED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES

TARGET	FLIGHT #6 			
To-Hit				
FTR DESTROYED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES

TARGET	FLIGHT #7 			
To-Hit				
FTR DESTROYED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES

TARGET	FLIGHT #8 			
To-Hit				
FTR DESTROYED <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
INITIATIVE	SPEED	THRUST USED	JINKING	NOTES