



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

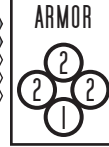
**BASIC FIGHTER MISSILE**  
 COST: 8 COMBAT POINTS  
 CLASS: BALLISTIC  
 DAMAGE: 10  
 MAX RANGE: 6 HEXES  
 FIRE CONTROL: N/A  
 INTERCEPT RATING: N/A

**METRON BOMB**  
 COST: 10 COMBAT POINTS  
 CLASS: BALLISTIC  
 DAMAGE: 20  
 MAX RANGE: 0 HEXES  
 FIRE CONTROL: N/A  
 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

**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

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

TARGET	<b>FLIGHT #1</b> 	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6	
To-Hit		DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		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	<b>FLIGHT #2</b> 	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
To-Hit		DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		INITIATIVE	SPEED	THRUST USED	JINKING	NOTES	

TARGET	<b>FLIGHT #3</b> 	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
To-Hit		DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		INITIATIVE	SPEED	THRUST USED	JINKING	NOTES	

TARGET	<b>FLIGHT #4</b> 	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
To-Hit		DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		INITIATIVE	SPEED	THRUST USED	JINKING	NOTES	

TARGET	<b>FLIGHT #5</b> 	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
To-Hit		DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		INITIATIVE	SPEED	THRUST USED	JINKING	NOTES	

TARGET	<b>FLIGHT #6</b> 	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
To-Hit		DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		INITIATIVE	SPEED	THRUST USED	JINKING	NOTES	

TARGET	<b>FLIGHT #7</b> 	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
To-Hit		DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		INITIATIVE	SPEED	THRUST USED	JINKING	NOTES	

TARGET	<b>FLIGHT #8</b> 	FTR #1	FTR #2	FTR #3	FTR #4	FTR #5	FTR #6
To-Hit		DROPPED OUT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		FTR DESTROYED	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		INITIATIVE	SPEED	THRUST USED	JINKING	NOTES	