



Raider Dragonship

SPECS	
Class: Capital Ship	In Service: 2245
Point Value: 650	Ramming Factor: 270
Jump Delay: 24 Turns	

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

COMBAT STATS	
Fwd/Aft Defense: 15	Stb/Port Defense: 16
Engine Efficiency: 2/1	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

Plasma Accelerator	
Class: Plasma	Mode: Standard
Damage: 4d10+12 (-1 per hex)	Range Penalty: -1 per hex
Fire Control: +3/+1/-4	Intercept Rating: n/a
Rate of Fire: 1 per 3 turns	<i>Special: Can fire at an accelerated ROF for less damage, as shown below:</i>
1 per turn: 1d10+4 -1/hex	1 per 2 turns: 2d10+8 -1/hex

Heavy Plasma Cannon	
Class: Plasma	Modes: Standard
Dmg: 4d10+8 (-1 per 2 hexes)	Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5	Intercept Rating: n/a
Rate of Fire: 1 per 3 turns	

Medium Pulse Cannon	
Class: Particle	Mode: Pulse
Damage: 10 1d5 Times	Maximum Pulses: 6
Grouping Range: +1 per 4	Range Penalty: -2 per 3 hexes
Fire Control: +4/+3/+1	Intercept Rating: -2
Rate of Fire: 1 per 2 turns	

Particle Cannon	
Class: Particle	Modes: Raking
Damage: 2d10+15	Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+2	Intercept Rating: -1
Rate of Fire: 1 per 2 turns	

Twin Array	
Class: Particle	Mode: Standard
Damage: 1d10+4	Range Penalty: -2 per hex
Fire Control: +4/+5/+6	Intercept Rating: -2
Rate of Fire: 2 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	
1-4: Retro Thrust	5-6: Pulse Cannon
7-8: Plasma Accelerator	9-10: Hvy Plasma Cannon
11-18: Forward Struct	19-20: PRIMARY Hit

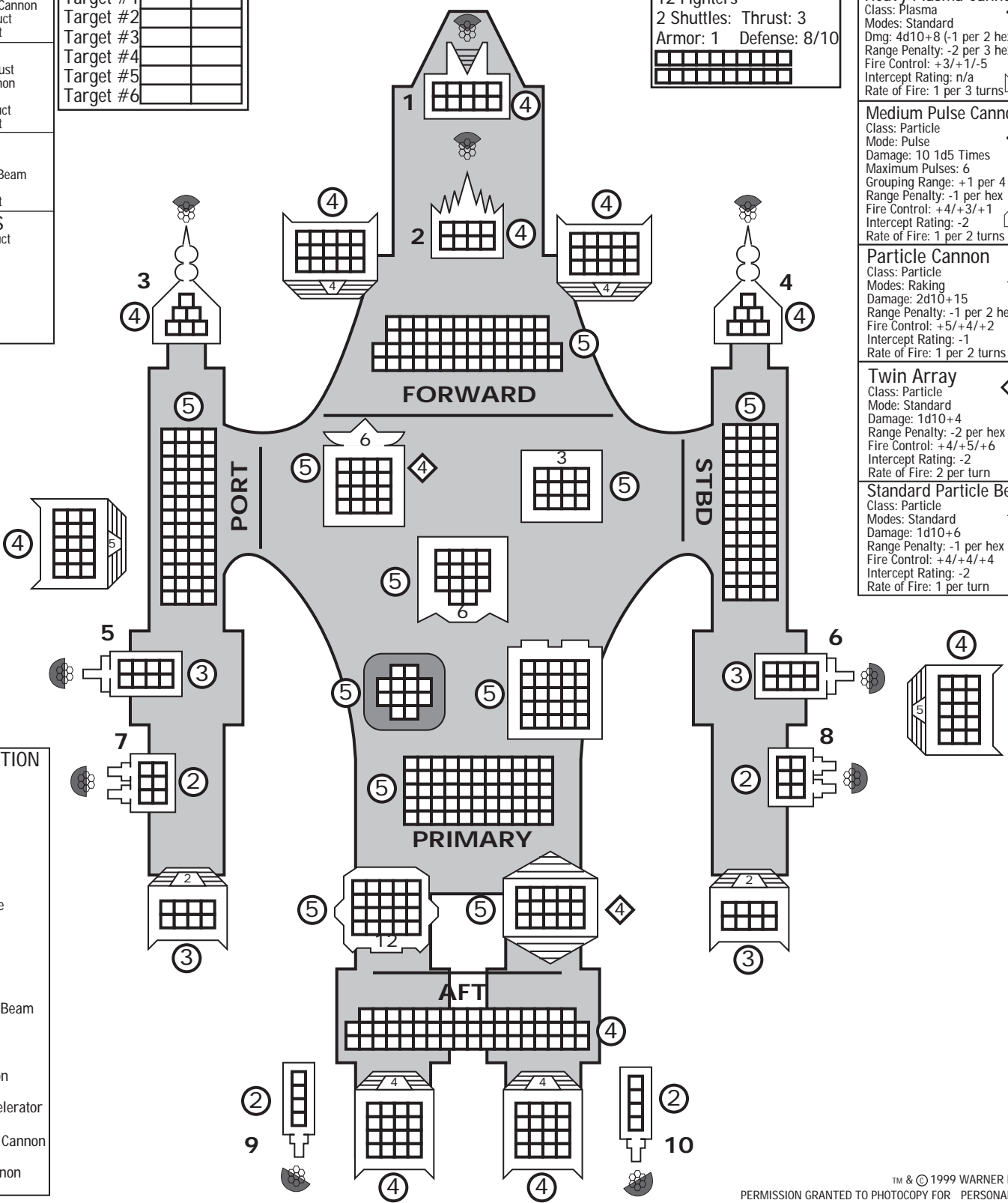
SIDE HITS	
1-4: Port/Stb Thrust	5: Particle Cannon
6-7: Twin Array	8-18: Port/Stb Struct
19-20: PRIMARY Hit	

AFT HITS	
1-8: Main Thrust	9-10: Std Particle Beam
11-18: Aft Struct	19-20: PRIMARY Hit

PRIMARY HITS	
1-7: Primary Struct	8: Cargo
9-10: Jump Engine	11-13: Sensors
14-15: Engine	16-17: Hangar
18-19: Reactor	20: C & C

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

HANGAR	
12 Fighters	2 Shuttles: Thrust: 3
Armor: 1	Defense: 8/10



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Cargo
	Std Particle Beam
	Twin Array
	Pulse Cannon
	Plasma Accelerator
	Hvy Plasma Cannon
	Particle Cannon