

Chaos Infidel Raider

SPECS

Class: Medium Ship
In Service: 3875
Point Value: 450
Ramming Factor: 120
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 13
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +12

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

SPECIAL NOTES

Atmospheric Capable

HANGAR

0 Fighters
1 Shuttle: Thrust: 3
Armor: 0 Defense: 8/8

FORWARD HITS

1-4: Retro Thrust
5-7: Plasma Projector
8-10: Torpedo Tube
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Warp Engine
8-9: Defense Turret
11-12: Shield Generator
13-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-11: Sensors
12-14: Engine
15: Hangar
16-18: Reactor
19-20: C & C

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

WEAPON DATA

Torpedo Tube

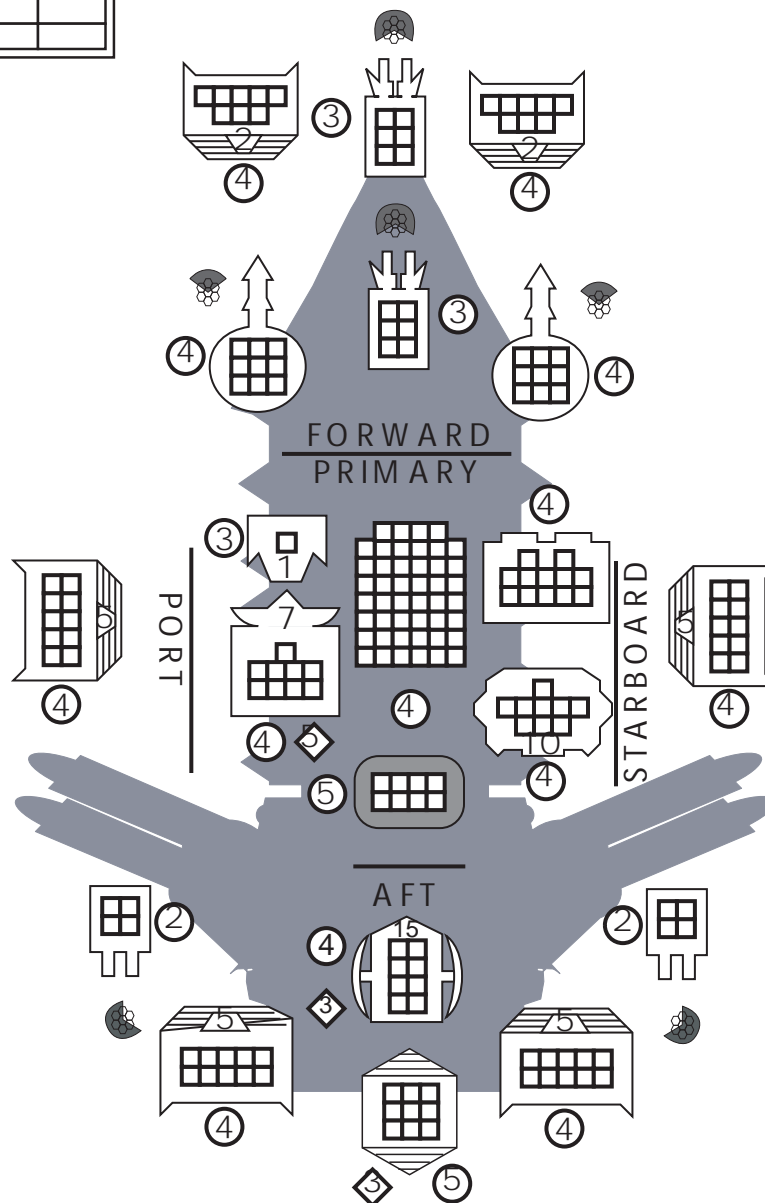
Class: Ballistic
Mode: Standard
Damage: 30
Torpedoes: 1
Range Penalty: None
Speed: 12 hexes
Fire Control: +4/+2/n/a
Rate of Fire: 1 per 3 turns

Plasma Projector

Class: Particle
Modes: Standard
Dmg: 2d10+2
Range Pen: -1 per 3 hexes
Fire Control: +3/+1/-6
Interception Rating: -1
Rate of Fire: 1 per 2 turns

Defense Turret

Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+8
Fire Control: --/-/+8
Range Penalty: -2 per hex



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Warp Engine
- Reactor
- Hangar
- Torpedo Tube
- Plasma Projector
- Battery
- Defense Turret