



Chaos Idolator 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 |

HANGAR

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



FORWARD HITS

1-4: Retro Thrust
5-6: Lance Turret
7-8: Plasma Projector
Battery
9-10: Defense Turret
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

SPECIAL NOTES

Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

WEAPON DATA

Lance Turret

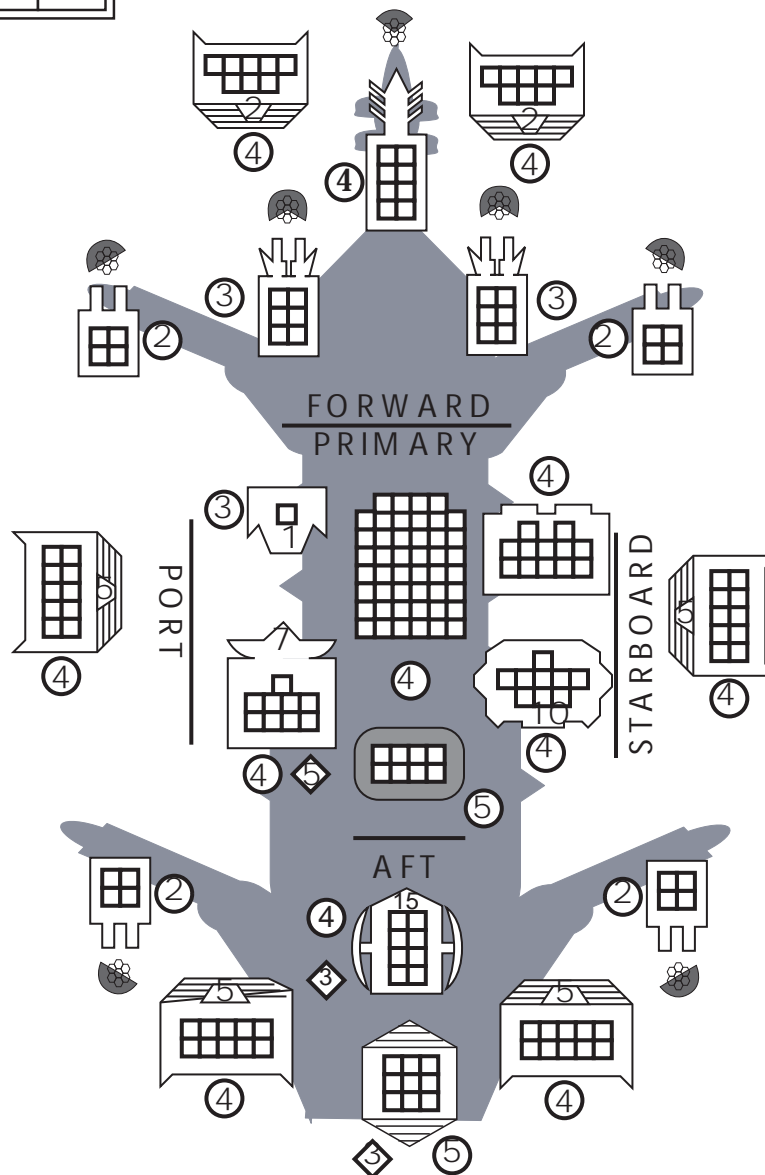
Class: Laser
Modes: Raking
Damage: 2d10+10
Range Pen: -1 per 2 hexes
Fire Control: +4/+3/-6
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Note: *Ignores armor except advanced. See rules.*

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
- Lance Turret
- Plasma Projector
- Battery
- Defense Turret