

Blood Sword Scythe Raider

SPECS

Class: Hvy Combat Vsl
In Service: 1940
Point Value: 350
Ramming Factor: 130
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +7

WEAPON DATA

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

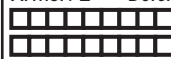
Laser Bolt

Class: Laser
Modes: Standard
Damage: 1d10+2
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: n/a
Rate of Fire: 1 per turn

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

HANGAR

6 Light Fighters
2 Shuttles: Thrust: 4
Armor: 2 Defense: 10/10



FORWARD HITS

1-6: Retro Thrust
7: Med Plasma Cannon
8-9: Laser Bolt
10-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7: Laser Bolt
8-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Structure
7-8: Port/Stb Thrust
9-10: Cargo
11-12: Laser Bolt
13-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C&C

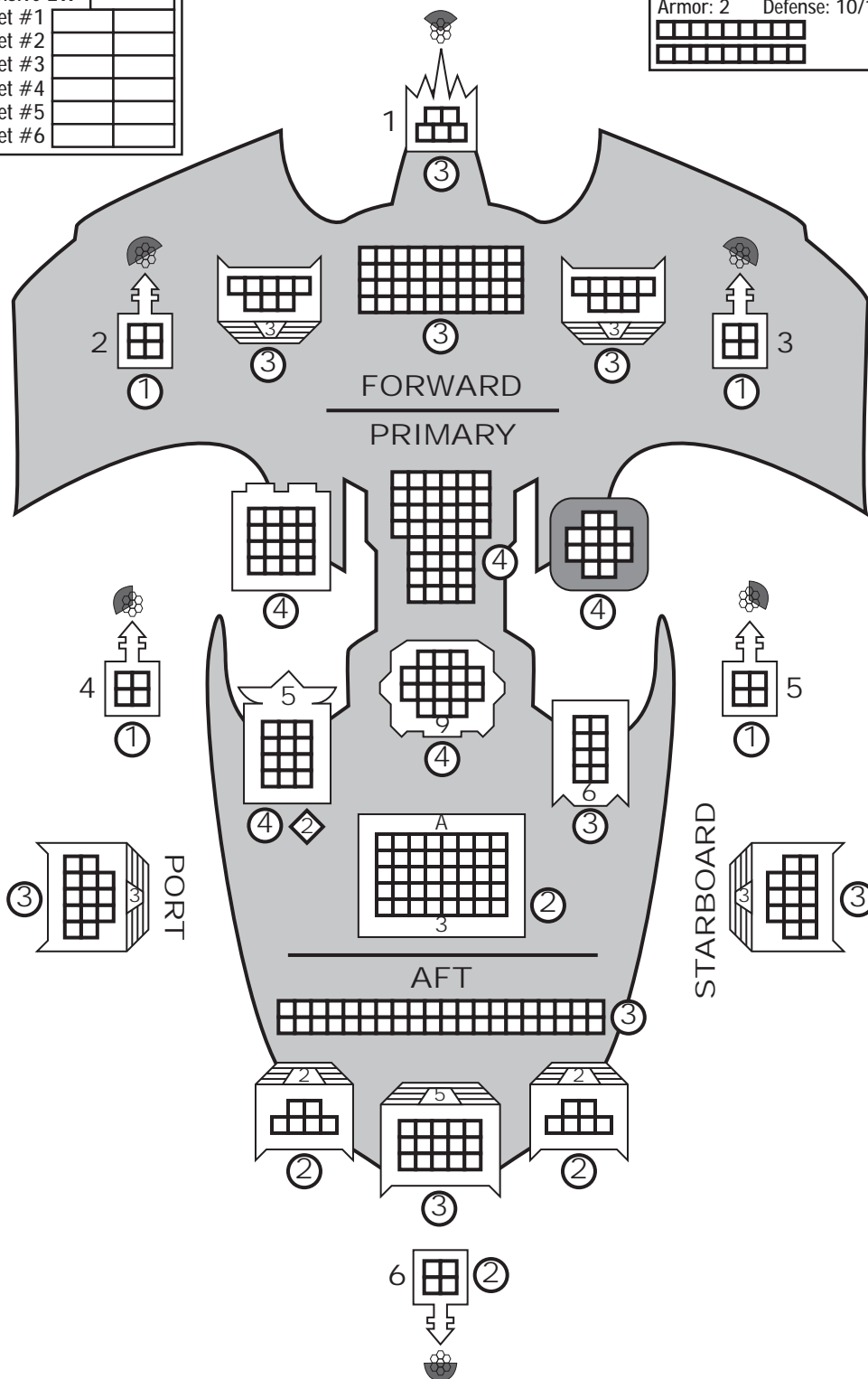
SPECIAL NOTES

Includes Expert Helmsman

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Med Plasma Cannon
- Laser Bolt