

# Raider Minnow Gunboats (4)

## SPECS

Class: Lt Combat Vsl  
In Service: 1885  
Point Value: 135 each  
Ramming Factor: 30  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1/4 Speed  
Turn Delay: 1/4 Speed  
Accel/Decel Cost: 1 Thrust  
Pivot Cost: 1 Thrust  
Roll Cost: 1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 10  
Stb/Port Defense: 11  
Engine Efficiency: 1/1  
Extra Power: 0  
Initiative Bonus: +14

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

## WEAPON DATA

### Plasma Arc

Class: Plasma  
Modes: Raking (5)  
Dmg: 2d10+4 (-1 per hex)  
Range Penalty: -1 per hex  
Fire Control: +2/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns  
Special: Each sub-volley is mitigated by armor, and each full sub-volley which strikes a system degrades armor there by 1 point permanently.

### Light Laser Cannon

Class: Laser  
Modes: Raking  
Damage: 2d10+7  
Range Penalty: -1 per hex  
Fire Control: +2/+1/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## HIT LOCATIONS

1-8: Structure  
9-10: Plasma Arc  
11-12: Light Laser  
13-14: Lt Particle Projector  
15-16: Drive  
17-18: Reactor  
19-20: Control

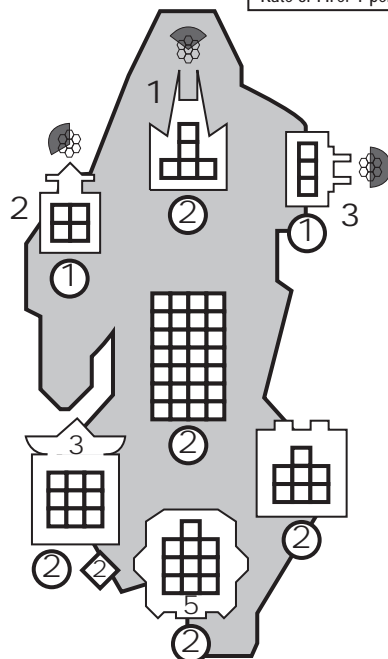
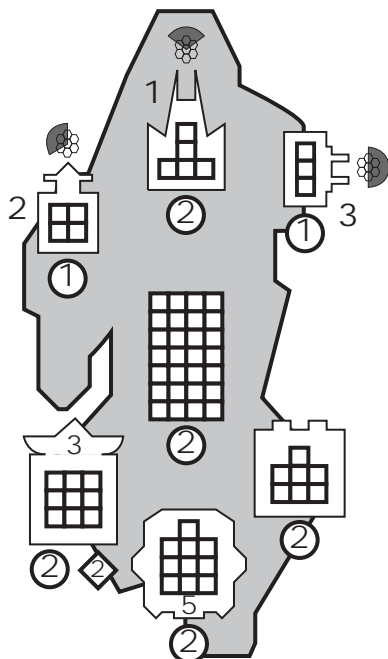
## SPECIAL NOTES

Agile Ships  
Atmospheric Capable

## SENSOR DATA

Defensive EW

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



## SENSOR DATA

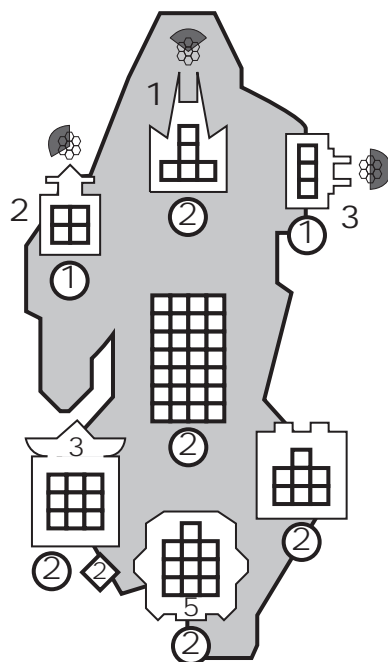
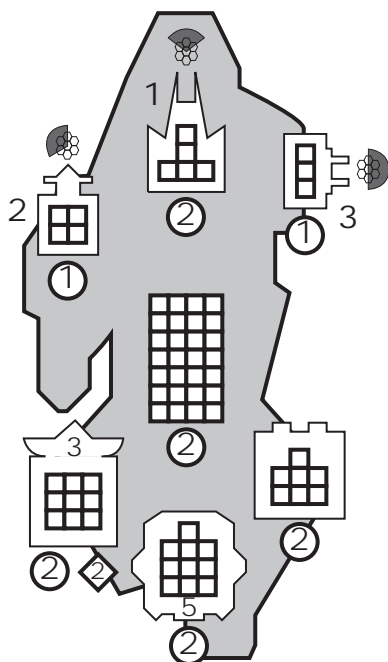
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## ICON RECOGNITION

- Control
- Drive
- Reactor
- Plasma Arc
- Light Laser Cannon
- Lt Particle Projector