

# Raider Drifter Galleon

## SPECS

Class: Hvy Combat Vsl  
In Service: 1898  
Point Value: 330  
Ramming Factor: 170  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 16  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +6

## 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

## Point Plasma Gun

Class: Plasma  
Mode: Standard  
Damage: 2d6 (-1 per hex)  
Range Penalty: -2 per hex  
Fire Control: +1/+1/+2  
Int. Rating: -1 (vs. ballistics)  
Rate of Fire: 1 per turn

## FORWARD HITS

1-5: Retro Thrust  
6-8: Med Plasma Cannon  
9-18: Forward Structure  
19-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-8: Point Plasma Gun  
9-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

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

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

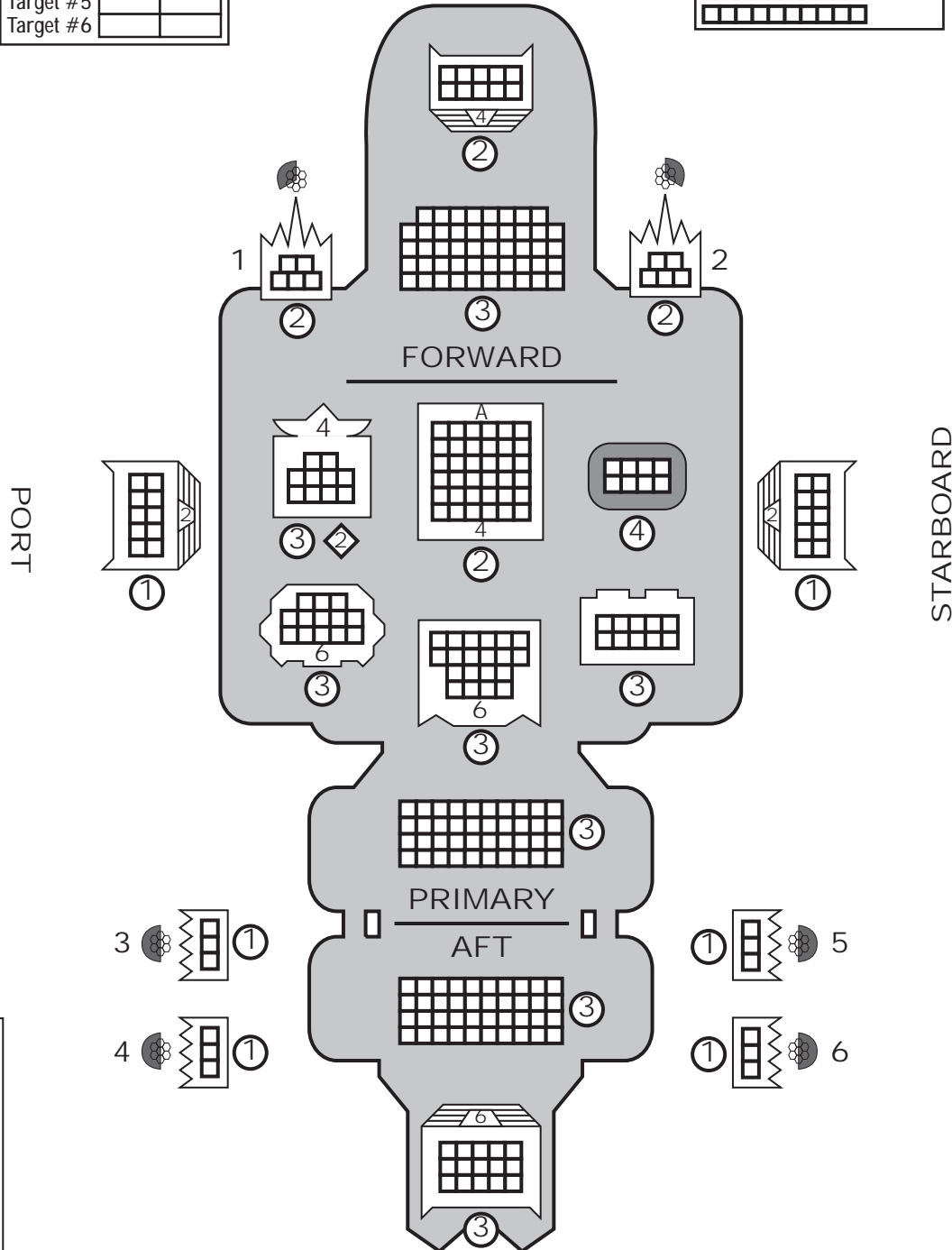
Target #6

## HANGAR

18 Light Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 10/10



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Medium Plasma Cannon
- Point Plasma Gun