

Raider Hand of God Raiding Cruiser

SPECS

Class: Capital Ship
In Service: 1943
Point Value: 375
Ramming Factor: 170
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 15
Engine Efficiency: 5/1
Extra Power: 0
Initiative Bonus: +0

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

Light Plasma Cannon

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

Point Plasma Gun

Class: Plasma
Modes: 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
6-7: Med Plasma Cannon
8-9: Point Plasma Gun
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5: Med Plasma Cannon
6: Lt Plasma Cannon
7: Point Plasma Gun
8-9: Cargo
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Cargo
10-11: Point Plasma Gun
12-13: Aft Hangar
14-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Sensors
12-13: Engine
14-16: Hangar
17-19: Reactor
20: C&C

SPECIAL NOTES

Restricted Deployment (10%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

MAIN HANGAR

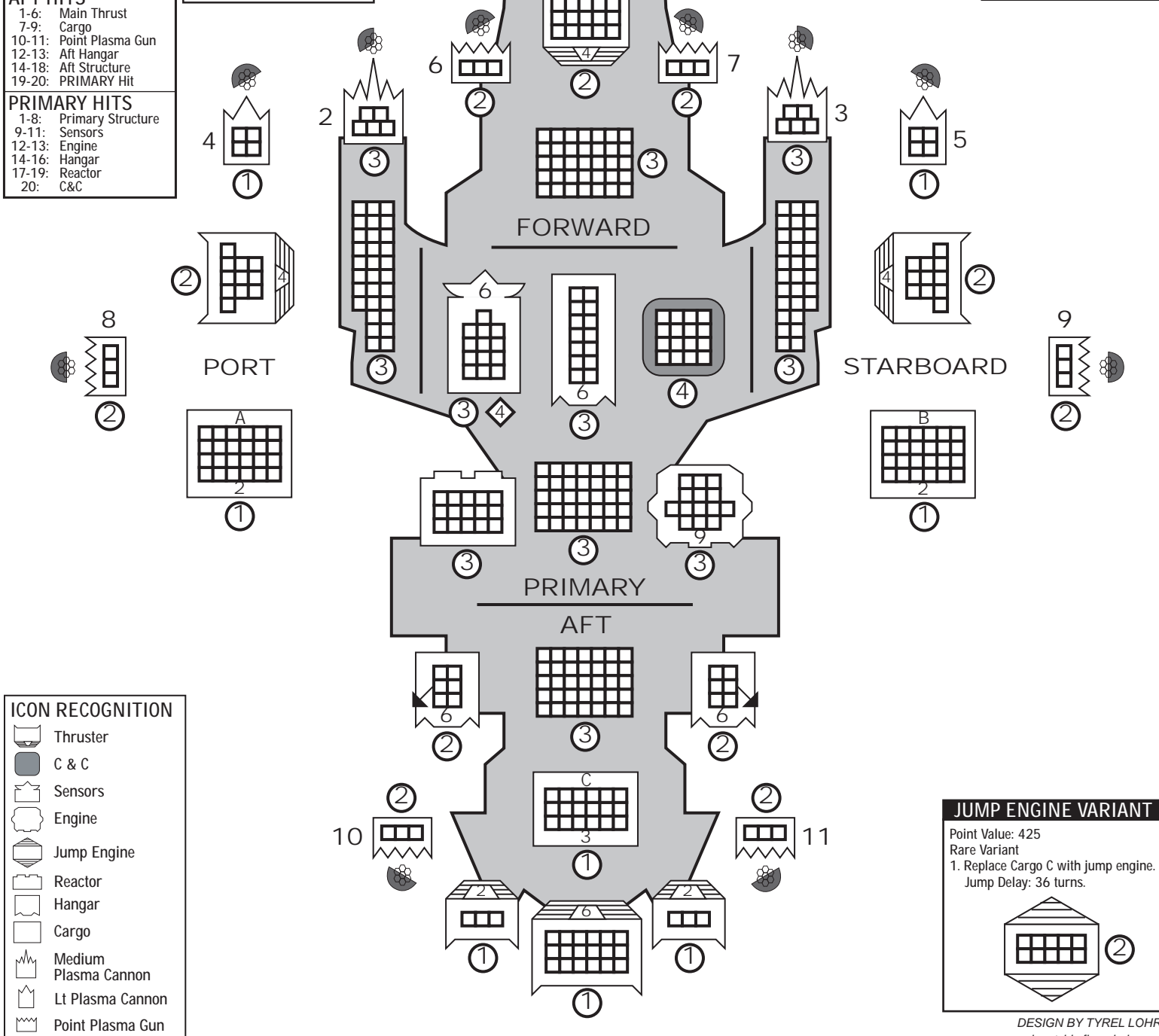
12 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 12/12

AFT HANGARS

6 Fighters each



ICON RECOGNITION

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

JUMP ENGINE VARIANT

Point Value: 425

Rare Variant

1. Replace Cargo C with jump engine.

Jump Delay: 36 turns.

