

# Cylon Raider (experienced)

## SPECS

Class: Ultralight Ftr  
In Service: unknown  
Point Value: 20 each  
Ramming Factor: 7  
Jink Limit: unlimited

## MANEUVERING

Turn Cost: 1/3 Speed  
Turn Delay: 0  
Accel/Decel Cost: 1 Thrust  
Pivot Cost: 1 Thrust  
Roll Cost: 1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 5  
Stb/Port Defense: 7  
Free Thrust: 12  
Offensive Bonus: +3  
Initiative Bonus: +20

## WEAPON DATA

**Light Autocannon**  
Number of Guns: 2 [linked]  
Class: Kinetic  
Damage: 1d6+1  
Range Penalty: -2 per hex  
Fire Control: n/a  
Intercept Rating: -1  
Rate of Fire: 1 per turn

**SPECIAL NOTES**  
Atmospheric  
Jump Delay: 6 turns



## ARMOR



## Flight Level Combat

5 or more above = 0 Hit  
3-4 above = 1/6 Hit  
1-2 above = 1/3 Hit  
0-2 below = 1/2 Hit  
3-4 below = 2/3 Hit  
5-6 below = 5/6 Hit  
7 or more below = All Hit

Flight #1



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

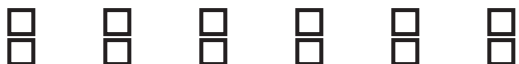
Flight #7



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out  
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes