BATTLEWAGON
Raider BL

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Ship Name:_____

Counter: _____

SPECS

Class:	HCV
Point Value:	560
In Service:	2242
Endurance:	? months
Jump Delay:	24 turns
Ram Factor:	260

HANGAR

Launch:	1 / turn
Fighters:	0
Shuttles:	2

S1:_____S2:_____

RAILS (24)

Flt 1:_____Flt 2:_____

Flt 3:_____Flt 4:_____

COMBAT STATS

Defense	
Fwd / Aft:	**14**
Strb / Port:	**16**
Engine Effciency:	3/1
Free Thrust:	8
Sensors:	6
Power:	32(+0)
Initiative Bonus:	+0

MANEUVERING

Turn Cost:	4/3 Speed
Turn Delay:	4/3 Speed
Accel/Decel:	3
Pivot:	3 + 3
Roll:	1 + 1
Slide:	1/5 Speed

FOREWARD HITS

1-4	Retro Thruster	4
5-6	Pulse Cannon	3
7	Heavy Laser	3
8-10	Particle Beam	2
11-18	Fore Structure	4
19-20	PRIMARY Hit	

SIDE HITS

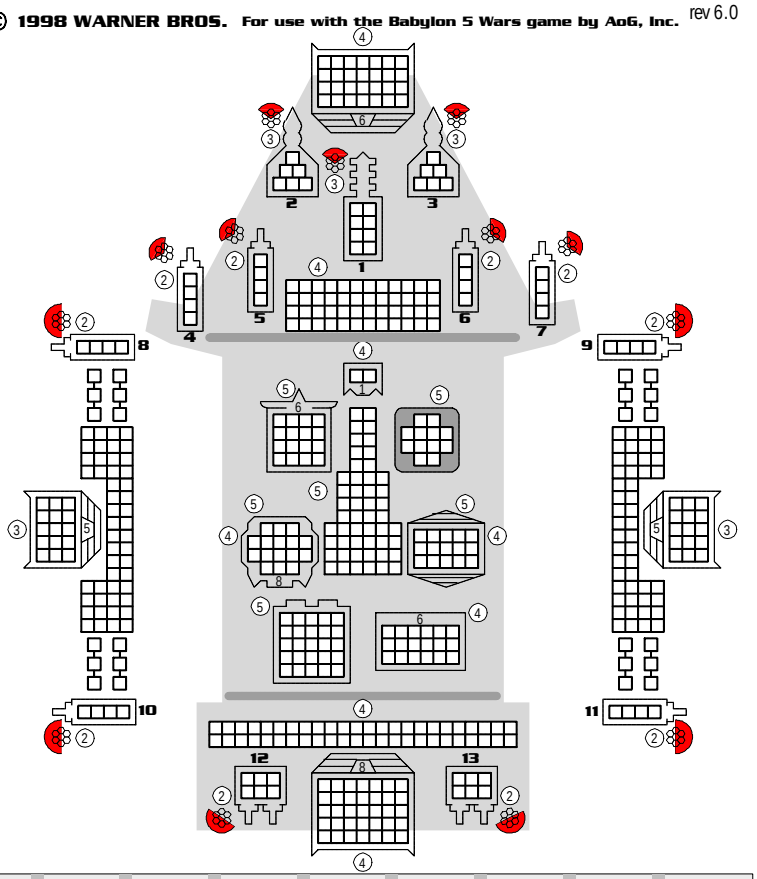
1-4	Side Thruster	3
5-7	Particle Beam	2
8-18	Side Structure	4
19-20	PRIMARY Hit	

AFT HITS

1-6	Main Thruster	4
7-8	Twin Array	2
9-18	Aft Structure	4
19-20	PRIMARY Hit	

PRIMARY HITS

1-7	Primary Structure	5
8	Cargo	4
9-10	Jump Engine	5
11-13	Sensors	5
14-16	Engine	5
17	Hangar	4
18-19	Reactor	5
20	C&C	5



WEAPONS

	Class	Modes	Damage	Rng	Fire Ctrl	Int	RoF
Hvy Laser Cannon	laser*	R,S	4D10+20	-1/3 h	+3/+2/-4	n/a	1/4
Med Pulse Cannon	particle	Pulse	10 d5 times	-1/ h	+4/+3/+1	-2	1/2
Std Particle Beam	particle	Std	1D10+6	-1/ h	+6/+4/+4	-2	1/1
Twin Array	particle	Std	1D10+4	-2/ h	+4/+5/+6	-2	2/1

* non-interceptable

System <Power>	Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1.Hvy Laser (6)															
2.Med Pulse (3)															
3.Med Pulse (3)															
4.Std P.Beam (1)															
5.Std P.Beam (1)															
6.Std P.Beam (1)															
7.Std P.Beam (1)															
8.Std P.Beam (1)															
9.Std P.Beam (1)															
10.Std P.Beam (1)															
11.Std P.Beam (1)															
12.Twin Array (2)															
13.Twin Array (2)															
Sensors (4)															
Jump Drive (4)															
Extra Power [+0]															
EW Total [6]															
Thrust(e/e) (3/1)[8]															
INITIATIVE [+0]															
Defensive EW															
Target #1															
Target #2															
Target #3															
Target #4															
Target #5															
Target #6															
Target #7															
Acceleration (3)															
SPEED															
THRUST Avail.															
Last Move															
Thrust F [6]															
Thrust P/S [5 /5]															
Thrust A [8]															