Starships D6 / Cylon Raider (Original Series)



Cylon Raider

Craft: Cylon Raider
Type: Cylon Alliance Multi-purpose Starfighter
Scale: Starfighter
Dimensions:
-Length: 9.5m
-Width: 11.5m
Skill: Starfighter Piloting: Raider
Crew: 3 (2 pilots, 1 gunner)
Crew Skill: Starfighter Piloting 3D, Starship Gunnery 3D.
Passengers: 1 (can replace gunner seat); and/or 2 (captives)
Cargo Capacity: 100 kilograms.
Consumables: N/A (if converted for human use, could store 2-3 weeks emergency rations)
Cost: 60,000 colonial credits (new); 25,000 (used)
Hyperdrive: N/A
Nav Computer: Yes (for intrasystem travel and guidance from its baseship)
Maneuverability: 1D
Space: 6
Atmosphere: 330; 950kmh
Hull: 4D
Shields: N/A
Sensors:
-Passive: 20/0D
-Scan: 30/1D
-Search: 40/2D
-Focus: 3/3D

WEAPONS:
2 Laser Cannons (fire-linked)
Location: Between gaps on either side between the fuselage and the wings.
Fire Arc: Front.
Crew: 1 (gunner)
Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 2D
Space range: 1-3/12/25
Atmosphere range: 100-300/1.2/2.5km
Damage: 6D
Ammo: Unlimited.
Rate of Fire: Fire-linked beam per attack.

4 Missile Hard-Points
Location: Under the wings on either side.

Fire Arc: Front.
Crew: 1 (gunner)
Skill: Starship Gunnery
Scale: Capital or Starfighter (depending on mission loadout)
Fire Control: 1D
Space Range: 1/3/7, 7 per round.
Atmosphere Range: 50-100/300/700, 700 per round.
Damage: 8D (both warhead types)
Ammo: 2 Capital Scale warheads OR 4 Starfighter Scale warheads.
Rate of Fire: 1 per attack, or volleys up to max load.

2 Bomb Bays
Location: Inside compartments under the wings.
Fire Arc: Front (but downwards, towards the ground as it flies overhead)
Crew: 1 (gunner)
Skill: Starship Gunnery
Scale: Starfighter, Walker or Speeder (depending on mission loadout, such as bombing runs against air fields, bunkers or moving vehicles).
Fire Control: 1D
Space Range: 1/2/3, 1 per round (Can be "flung" in space if one is creative enough)
Atmosphere Range: 50-100/200/300, 100 per round (meant to drop, not fly)
Damage 8D (all scales)
Ammo: 2 Starfighter Scale; 4 Walker Scale; or 8 Speeder Scale.
Rate of Fire: 1 per attack; "volleys" of up to max load for increased damage (+1D per extra bomb dropped); or systematic drop to blanket a wider area of effect.

NOTES:
-Cylon ships of the identical appearance were used during the Cylon War in the Re-imagined Series (Razor).
-In Galactica 1980, these Raiders are still in use 30 years since the Fall of the Twelve Colonies. However, they are slowly being phased out by an advanced Raider with increased firepower and other advanced technologies ("The Super Scouts, Part I", "The Night the Cylons Landed, Part I").

DESCRIPTION:
The Raider is the primary fighter attack craft of the Cylons. Raiders are typically crewed by three Centurions. Two centurions sit up front at the controls to pilot the ship, while the third centurion sits on a raised chair behind the others to command and coordinate (The Hand of God).

It is armed with two forward-firing laser cannons and can carry bombs in bays within the wings and on racks mounted beneath the wings (Lost Planet of the Gods, Part II). Oval in shape, the piloted Raider has two sublight engines for propulsion. The vehicle is both space and atmosphere-capable (The Long Patrol).

On extended missions, Raiders have been known to be accompanied by fuel tankers. This allows wings of Raiders to cross large areas of space (relatively speaking) at sublight speeds without the aid of a basestar. This tactic is normally used on sneak attack missions, allowing Raider wings to slip past enemy defenses undetected, whereas a basestar would easily be spotted by enemy scanners (Sage of a Star World).

Despite their larger crew and greater potential for firepower, the Raider often finds itself outmatched by the Colonial Viper. This may be in part to the greater maneuverability of the Viper, and the skill of the Colonial Warriors that fly them. Apollo seems confident in his ability to defeat Raiders if they possess any fewer than 10 to 1 in numbers (Sage of a Star World).

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