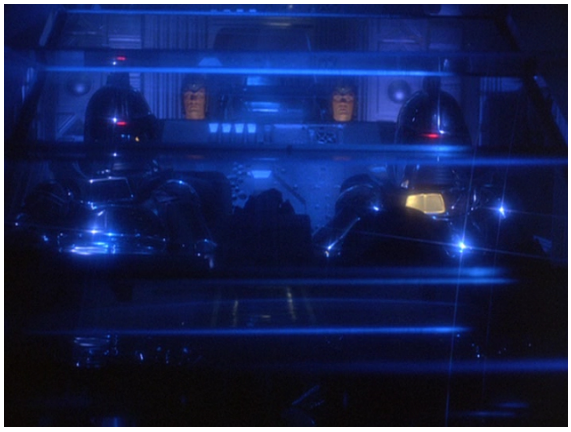
Starships D6 / Cylon A-B Raider (Galactica 19



A-B Raider

Craft: A-B Raider
Type: Cylon Alliance Advanced Raider
Scale: Starfighter
Dimensions:
-Length: 19m
-Width: 23m
Skill: Space Transports Piloting: A-B Raider
Crew: 6 (4 Cylon Centurions, 2 Cylon Androids)
Crew Skill: Space transports 4D, Starship Gunnery 4D
Passengers: N/A (perhaps double that of the original Raider?)
Cargo Capacity: 200 Kilograms.
Consumables: N/A (Cylons do not eat, but if used by humans, 2 weeks worth could be stored)
Cost: 12,000 (new); 50,000 (used)
Hyperdrive: N/A
Nav Computer: Yes (for intrasystem travel and guidance from its baseship)
Maneuverability: 2D+2
Space: 8
Atmosphere: 365; 1,050kmh
Hull: 6D
Shields: 2D
Sensors:
-Passive: 30/1D
-Scan: 40/2D
-Search: 50/3D
-Focus: 4/3D+2

WEAPONS:
2 Laser Cannons (can be fire-linked)
Location: Front section of the ship, on opposite sides of the cockpit.
Fire Arc: Front.
Crew: 2 (gunners)
Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 2D+2
Space range: 1-3/12/25
Atmosphere range: 100-300/1.2/2.5km
Damage: 6D+2 (7D+2 if fire-linked)
Ammo: Unlimited.
Rate of Fire: single beam per attack; OR fire-linked beams for +1D Damage.

8 Missile Bays
Location: evenly spred under and over the wing sections.

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: 8 Capital Scale warheads; OR 16 Starfighter Scale warheads; OR any mix thereof.
Rate of Fire: 1 per attack, or volleys up to max load.

4 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+2
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: 4 Starfighter Scale; 8 Walker Scale; or 16 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:
-In the script for "The Super Scouts, Part I", this advanced raider makes it appearance in greater detail that correlates to what was seen in the later episode, "The Night the Cylons Landed". The only remnants of its appearance is a brief scene during the attack on the school ship Delphi.
-Due to very little information being available, I have done the best i can for this ship. It is obviosu it had laser weapons of some kind. I am improvising here, so, since it has double the crew and is much bigger, this will essentially be a double-sized Raider with twice the weapons, extra hull and some shields. GMs, players, change what you wish if you feel the need to, but it's here!

DESCRIPTION:
The massive A-B Raider is an advanced form of Cylon Raider. It has a crew of six, consisting of two Cylon androids (Andromus and Andromidus) and four Centurions. Its exact offensive and defensive capabilities are unknown. It seems to possess an offensive range far greater than that of conventional Raiders (and Colonial Vipers) as well as some form of communication jamming.
Internally, the ship has a different layout from its predecessor. In the center of the ship, the two-man console acts as a central control station, which is operated by the advanced Cylon android models. The forward two consoles are piloting controls and the stations flanking the control consoles are weapons controls, all four stations controlled by Centurions.
In the only recorded encounter, Captain Kanon and Lieutenant Britton discover the A-B Raider while on recon duty in a two-seat version Colonial Viper. Unable to damage it with the Viper's conventional weapons, Kanon rams the A-B Raider, crippling both craft. The A-B Raider's trajectory causes it to crash on the surface of Earth, destroying all its occupants except its commander, Andromus, and one of the Centurion pilots. While Lieutenant Britton is injured in the collision, the Viper manages to limp back to Galactica to report their findings on this new threat and the fact that the Cylons have discovered Earth.

The A-B Raider is fitted with an automatic detonator, a self-destruct device that is capable of destroying the craft entirely. After crash landing outside of New York City, Andromus activates this mechanism, noting they had microns until it destroyed the ship. The New York State Police that respond to the crash are unable to find anything (The Night the Cylons Landed, Part I).

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