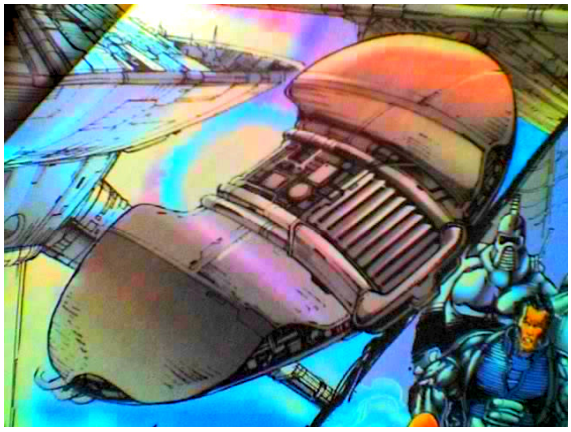
Starships D6 / Cylon Empire Multi-purpose St



Craft: Cylon Raider
Type: Cylon Empire Multi-purpose Starfighter Model-HS4
Scale: Starfighter
Dimensions:
-Length: 9.3m
-Width: 10.7m
Skill: Starfighter Piloting: Raider
Crew: 3 (2 pilots, 1 gunner)
Crew Skill: Starfighter Piloting 4D, Starship Gunnery 4D.
Passengers: N/A
Cargo Capacity: 80 kilograms.
Consumables: N/A (if converted for human use, could store 1-2 weeks emergency rations)
Cost: 80,000 colonial credits (new); 34,000 (used)
Hyperdrive: N/A
Nav Computer: Yes (for intrasystem travel and guidance from its baseship)
Maneuverability: 2D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 5D
Shields: N/A
Sensors:
-Passive: 25/0D
-Scan: 35/1D+1
-Search: 60/2D+1
-Focus: 3/3D+2

WEAPONS:
2 Pulse-Bolt 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+2
Space range: 1-3/12/25
Atmosphere range: 100-300/1.2/2.5km
Damage: 7D
Ammo: Unlimited (unless the energizers are damaged)
Rate of Fire: A pair of fire-linked bolts that resemble fireballs.

4 Missile Launch Tubes
Location: Under and above the wings on either side.
Fire Arc: Front.
Crew: 1 (gunner)

Skill: Starship Gunnery
Scale: Capital or Starfighter (depending on mission loadout)
Fire Control: 2D
Space Range: 1/3/7, 7 per round.
Atmosphere Range: 50-100/300/700, 700 per round.
Damage: 9D (both warhead types); or 7D (scatter warhead for attacking whole fighter squadrons in formation)
Ammo: 4 Capital Scale warheads OR 8 Starfighter Scale warheads OR scatter warheads.
Rate of Fire: 1 per attack, or volleys up to max load.

2 Bomb Racks
Location: Inside compartments in the wings, dropped out the back of the Raider.
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: 2D
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 9D (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.

WRITE-UP NOTES:
There was not much said about the new Cylon Raiders in the miniseries, but from how sleek and different they looked from the original models, and what was said about the Cylons expanding and conquoring, it is obvious that they are advanced models, but the Colonials have their own advancements and can still take them on. While many of the systems are upgraded, some systems remain the same because the Cylons have not found or needed to build anything better yet that is cost effective for their expansions.

DESCRIPTION:
-In the 1995 Wildstorm Comic Book miniseries, Battlestar Galactica: War of Eden:
The Galactica and its fleet have traveled the stars for roughly twenty yahren. Over that time, there have been many changes. Adama was placed in cryogenic sleep due to katai syndrome; Apollo has assumed command of the Galactica; Ty has become president of the Quorum of Twelve; Athena has taken his place as Colonel and second in command of Galactica; Starbuck commands the mighty Viper squadrons, Boomer as his second in command and has a daughter; Boxey has grown up and become a warrior in his own right. Sheba and Apollo have been sealed and have had a child of their union, named Cain after his grandfather; and many other changes.
But on the other side of the conflict, the Cylons are ever expanding their influcence. They send expedition forces in ever direction, conquoring new systems and entire galaxies, and adding whatever new technologies they find to their own, advancing themselves and becoming a greater threat to both the Colonials and the universe at large.
Baltar is still alive and as relentless as ever, continuing his persuit of the Galactica and its fleet of refugees. He intends to rule them utterly and he will not give up the hunt. He uses the Cylon's expeditionary forces to get a beed on their fleet, then follows up with his own basestar, Hades, and whatever forces he can bring to bear. Having followed the fleet across entire galaxies, Baltar is now able to force his influence outside the shadown of the Imperious Leader. He has gained a

device called the Warp Corridor Generator and installed it within Hades, and it allows him and whatever ships that follow to chase the Colonial fleet across the stars, albeit somewhat slower than the Temporal Overdrive.

The new Cylon Raider model is the result of all the upgrades the Cylons have done over the twenty yahrens since the destruction of the Twelve Colonies. It is built under mass production within limits to make it more effective, yet cheap enough to have overwhelming numbers of, much like the previous models of Raider from the past.

Yet, the Colonial Wariors still enjoy blowing them to Hell and back...

-Campaign: Stargate-Alliance: In my campaign, the new Cylon Raiders have not been introduced yet. Baltar has followed the fleet to the very edge of the Milky Way galaxy and lost much of his forces due to the Tau'ri interfering at the moment he had caught up to them. having lost many basestars and other resources, he sends his findings back to the Imperious Leader. Being so close, reinforcements is sent in the form of upgraded Cylons, Basestars and Raiders. Having some of his own prototypes survive destruction, he begins plotting against the Colonials and their new allies...

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Hellstormer, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.