

| Raiders - Battle | | | | Name / Crew Quality | | | | | | | | | | | | | | | |
|--|--|--|--|---|--|--|--|------|--|--|--|---------|--|--|--|-----------------------------|--|--|--|
| | | | | | | | | | | | | | | | | | | | |
| Raiders Nova Dreadnought | | | | Speed / Troops | | | | | | | | | | | | | | | |
| | | | | 4 | | | | 2 | | | | 4 | | | | 2 | | | |
| | | | | Hull Damage | | | | | | | | | | | | | | | |
| | | | | 5 | | | | 10 | | | | 5 | | | | 10 | | | |
| | | | | 15 | | | | 20 | | | | 15 | | | | 20 | | | |
| | | | | 25 | | | | 30 | | | | 25 | | | | 30 | | | |
| | | | | 35 | | | | 40 | | | | 35 | | | | 40 | | | |
| | | | | 45 | | | | 50 | | | | 45 | | | | 50 | | | |
| | | | | 55 | | | | 60 | | | | 55 | | | | 60 | | | |
| | | | | Crew Casualties | | | | | | | | | | | | | | | |
| | | | | 5 | | | | 10 | | | | 5 | | | | 10 | | | |
| | | | | 15 | | | | 20 | | | | 15 | | | | 20 | | | |
| | | | | 25 | | | | 30 | | | | 25 | | | | 30 | | | |
| | | | | 35 | | | | 40 | | | | 35 | | | | 40 | | | |
| | | | | 45 | | | | 50 | | | | 45 | | | | 50 | | | |
| | | | | 55 | | | | 60 | | | | 55 | | | | 60 | | | |
| | | | | 65 | | | | 70 | | | | 65 | | | | 70 | | | |
| | | | | 75 | | | | 80 | | | | 75 | | | | 80 | | | |
| | | | | 85 | | | | 90 | | | | 85 | | | | 90 | | | |
| Service date 2262+ | | | | | | | | | | | | | | | | | | | |
| Hull 5 | | | | | | | | | | | | | | | | | | | |
| Turns 1/45° | | | | | | | | | | | | | | | | | | | |
| Craft Delta-V Flight (6) | | | | | | | | | | | | | | | | | | | |
| Special Carrier 2 | | | | | | | | | | | | | | | | | | | |
| Interceptors 4 | | | | | | | | | | | | | | | | | | | |
| Jump Point | | | | | | | | | | | | | | | | | | | |
| WEAPON NAME | | | | RANGE | | | | AD | | | | SPECIAL | | | | | | | |
| Boresight | | | | | | | | | | | | | | | | | | | |
| Combat Laser | | | | 18 | | | | 6 | | | | AP/B | | | | | | | |
| Forward | | | | | | | | | | | | | | | | | | | |
| Laser/Pulse Array | | | | 12 | | | | 12 | | | | TL | | | | | | | |
| Port | | | | | | | | | | | | | | | | | | | |
| Laser/Pulse Array | | | | 12 | | | | 12 | | | | TL | | | | | | | |
| Starboard | | | | | | | | | | | | | | | | | | | |
| Laser/Pulse Array | | | | 12 | | | | 12 | | | | TL | | | | | | | |
| Aft | | | | | | | | | | | | | | | | | | | |
| Laser/Pulse Array | | | | 12 | | | | 12 | | | | TL | | | | | | | |
| Boresight (Aft) | | | | | | | | | | | | | | | | | | | |
| Turret | | | | | | | | | | | | | | | | | | | |
| Laser/Pulse Arrays: These weapons may instead be fired with half the Attack Dice and at a maximum Range of 8". They gain the AP and Beam traits, but lose Twin-Linked. | | | | | | | | | | | | | | | | | | | |
| | | | | Crippled: Turns reduced, half speed, only 1 weapon system per arc may be fired, lose Command, lose Fleet Carrier, lose interceptors, 50% to lose each other special trait | | | | | | | | | | | | | | | |
| | | | | Skeleton Crew: No special orders allowed, lose Command, lose Fleet Carrier, only 1 weapon system per turn may be fired, all DC checks at -2 | | | | | | | | | | | | | | | |
| | | | | CRITICAL HITS | | | | | | | | | | | | | | | |
| 1-2 | | | | ENGINE CRITICALS | | | | Dam. | | | | Crew | | | | Effect | | | |
| 1-2 | | | | POWER RELAYS DESTROYED | | | | +0 | | | | +0 | | | | -1 SPEED | | | |
| 3-4 | | | | THRUSTERS DAMAGED | | | | +1 | | | | +0 | | | | -2 SPEED | | | |
| 5 | | | | FUEL SYSTEM RUPTURED | | | | +2 | | | | +1 | | | | -4 SPEED | | | |
| 6 | | | | ENGINES DISABLED | | | | +3 | | | | +1 | | | | 0 SPEED, NO SPECIAL ACTIONS | | | |
| 3 | | | | REACTOR CRITICALS | | | | Dam. | | | | Crew | | | | Effect | | | |
| 1-3 | | | | CAPACITORS DAMAGED | | | | +0 | | | | +1 | | | | -2 SPEED | | | |
| 4-5 | | | | REACTOR GAS LEAK | | | | +0 | | | | +3 | | | | NO SPECIAL ACTIONS | | | |
| 6 | | | | REACTOR EXPLOSION | | | | +3 | | | | +4 | | | | 0 SPEED, NO SPECIAL ACTIONS | | | |
| 4 | | | | WEAPON CRITICALS | | | | Dam. | | | | Crew | | | | Effect | | | |
| 1-3 | | | | TARGETING SYSTEM DAMAGED | | | | +0 | | | | +1 | | | | ALL WEAPONS LOSE 1AD | | | |
| 4 | | | | POWER FLUCTUATIONS | | | | +0 | | | | +0 | | | | ALL WEAPONS NEED 4+ TO FIRE | | | |
| 5 | | | | WEAPONS OFFLINE | | | | +2 | | | | +2 | | | | NO FIRING 1 RANDOM ARC | | | |
| 6 | | | | CATASTROPHIC AMMO EXPLOSION | | | | +3 | | | | +4 | | | | NO WEAPONS MAY FIRE | | | |
| 5 | | | | CREW CRITICALS | | | | Dam. | | | | Crew | | | | Effect | | | |
| 1-2 | | | | FIRE | | | | +0 | | | | +2 | | | | - | | | |
| 3-4 | | | | MULTIPLE FIRES | | | | +0 | | | | +3 | | | | - | | | |
| 5 | | | | LOCALIZED DECOMPRESSION | | | | +1 | | | | +3 | | | | - | | | |
| 6 | | | | HULL BREACH | | | | +2 | | | | +4 | | | | - | | | |
| 6 | | | | VITAL SYSTEMS CRITICALS | | | | Dam. | | | | Crew | | | | Effect | | | |
| 1 | | | | BRIDGE HIT | | | | +0 | | | | +1 | | | | NO SPECIAL ACTIONS | | | |
| 2 | | | | ENGINEERING | | | | +4 | | | | +3 | | | | NO DAMAGE CONTROL | | | |
| 3 | | | | WEAPONS CONTROL | | | | +4 | | | | +4 | | | | NO FIRING 1 RANDOM ARC | | | |
| 4 | | | | SECONDARY EXPLOSIONS | | | | +106 | | | | +106 | | | | - | | | |
| 5 | | | | REACTOR IMPLOSION | | | | +206 | | | | +406 | | | | - | | | |
| 6 | | | | CATASTROPHIC EXPLOSION | | | | 406 | | | | +206 | | | | - | | | |
| | | | | VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL | | | | | | | | | | | | | | | |