

COLONIAL STEALTH BLACKBIRD

BPV - 25

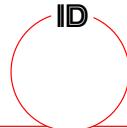
PILOT SKILLS

PILOT GNR **D** LUCK **D**



WEAPONS

MINIGUN [F]
 To Hit: **2D8 + ADB**
 Ammo: ①②③④⑤⑥⑦⑧
 Damage: Low *
 Short Range: 1-2 hexes
 Medium Range: 3-5 hexes
 Long Range: 6-12 hexes
 * Whenever two of the attack dice roll doubles, multiply the base damage delivered by 2.



ENGINE

DRIVE **16** TURBO **19** X

⑫⑩⑧⑥④ ①②③④

TURN: **4**, SLIP: **3**
 TIGHT TURN **1D** +4

DEFENCES

0 DAMAGE REDUCTION

DEFENSIVE VALUE: 17
 DECOYS: ①②③④⑤⑥
 DAM CON: 1-2

CRITICAL HITS

ROLL 2 D6

- 2** PILOT KILLED - Blackbird may no longer perform any action.
- 3** ENGINE FLAMEOUT - Next Turn only, Blackbird may only use 3 movement points and no Turbo.
- 4** RECONNAISSANCE PACKAGE HIT - no Recon mission can be undertaken and any gathered material is lost.
- 5** STRUCTURAL DAMAGE - Carbon Fibre starts to crack - take 2D4 more hits.
- 6** STABILISERS DAMAGED - Reduce Defensive Value by 3.
- 7** TARGETING SYSTEM DOWN - add 2 to Defensive Value of any target.
- 8** ENGINE HIT - Reduce Defensive Value by 4. Turbo is also destroyed.
- 9** MAIN GUNS JAM - Weapons may not fire until after next game turn.
- 10** ENGINES SPLUTTER - Reduce Drive by 5 until after next game turn.
- 11** PILOT DAZED - Blackbird may not move or fire weapons until after next game turn.
- 12** FUEL HIT - Blackbird explodes and Pilot is killed

DAMAGE TRACK

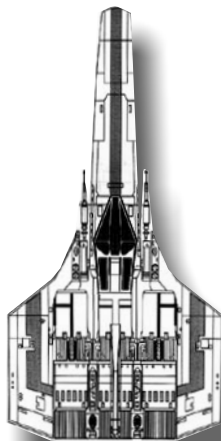


COLONIAL VIPER MKI

BPV - 25

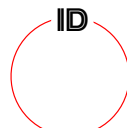
PILOT SKILLS

PILOT GNR **D** LUCK **D**



WEAPONS

TWIN MINIGUNS [F]
 To Hit: **2D8 + ADB +1**
 Ammo: ①②③④⑤⑥⑦⑧
 Damage: Low +1*
 Short Range: 1-2 hexes
 Medium Range: 3-5 hexes
 Long Range: 6-12 hexes
 * Whenever two of the attack dice roll doubles, multiply the base damage delivered by 2.



ENGINE

DRIVE **14** TURBO **18** X

⑫⑩⑧⑥④ ①②

TURN: **3**, SLIP: **2**
 TIGHT TURN **1D** +3

DEFENCES

3 **2** **1** DAMAGE REDUCTION

DEFENSIVE VALUE: 14
 DECOYS: ①②③
 DAM CON: 1-3

CRITICAL HITS

ROLL 2 D6

- 2** PILOT KILLED - Viper may no longer perform any action.
- 3** ENGINE FLAMEOUT - Next Turn only, Viper may only use 3 movement point and no Turbo.
- 4** EVADE THRUSTERS HIT - Reduce Defensive Value by 3.
- 5** STRUCTURAL DAMAGE - take 1D6 more hits.
- 6** STABILISERS DAMAGED - Reduce Defensive Value by 2.
- 7** TARGETING SYSTEM DOWN - add 2 to Defensive Value of any target.
- 8** ENGINE HIT - Reduce Defensive Value by 4. Turbo is also destroyed.
- 9** MAIN GUNS JAM - Weapons may not fire until after next game turn.
- 10** ENGINES SPLUTTER - Reduce Drive by 5 until after next game turn.
- 11** PILOT DAZED - Viper may not move or fire weapons until after next game turn.
- 12** FUEL HIT - Viper explodes and Pilot is killed

DAMAGE TRACK

