

BPV - 45

PILOT GNR D LUCK D

Damage: Low +1*

* Whenever two of the attack dice roll doubles, multiply the base damage delivered by 2.

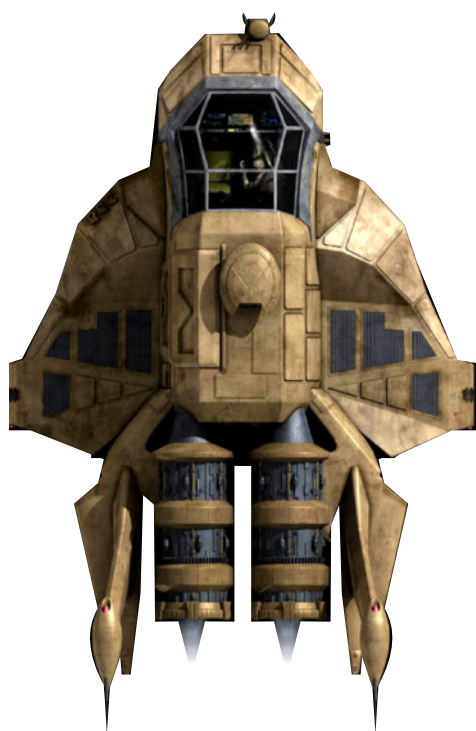
GNR D

① ② ③ ④

① ②

DAM CON: 1-3

ID



DRIVE

9

13

X

TURBO

FTL > JUMP

① ② ③

8	7	6	5	4
---	---	---	---	---

TURN: 4. SLIP: 3

TIGHT TURN 1D +4

ROLL 2 D6

- 2 PILOT KILLED - Raptor may not move until end of next turn. Gunner A (if alive) can fly as Pilot Skill 2.
- 3 ECM and DRONE PACKAGE HIT - lose 1D6 remaining decoys and destroy jamming equipment - NO MORE JAMMING.
- 4 GUNNER KILLED - Roll a D6 - 1, 2, 3 = Gunner A, 4, 5, 6 = Gunner B
- 5 STRUCTURAL DAMAGE - take 1D6 more hits and reduce Damage Reduction by 1.
- 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 TORPEDO COOKS OFF - Remove one remaining torp (player's choice) and take 2 D6 damage as warhead partially explodes. No effect if Torps already gone or all knocked out by damage.
- 10 ENGINES SPLUTTER - Reduce Drive by 5 until after next game turn.
- 11 PILOT DAZED - Raptor may not move or Pilot fire weapons until after next game turn.
- 12 FUEL HIT - Raptor explodes and Crew is killed

DAMAGE TRACK

