COLONIAL RAPTOR BOMB TRUCK

BPV - 45

PILOT SKILLS

PILOT GNR D LUCK D

WEAPONS -

TWIN MINIGUNS [F]
To Hit: **2D8 + ADB +1**Ammo

1 2 3 4 5 6 7 8 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.

GUNNER A -

GNR

D

Mk 10 TORPS

Speed 18 1D12 damage

1234

Mk 50 TORP Speed 10 5D12 damage

(1)(2)

GUNNER B

GNR



Mk 10 TORPS Speed 18 1D12 damage

1234

Mk 50 TORP

Speed 10 5D12 damage

1)2

DEFENCES



DAMAGE REDUCTION

DEFENSIVE VALUE: 11 DECOYS: 123456 DAM CON: 1-3 ID



FTL > JUMP 13 X 8 FTL > JUMP 1 2 3 4 1 2 3 TURN: 4, SLIP: 3 TIGHT TURN 1D +4

CRITICAL HITS -

ROLL 2 D6

- PILOT KILLED Raptor may not move until end of next turn. Gunner A (if alive) can fly as Pilot Skill 2.
- ECM and DRONE PACKAGE HIT lose 1D6 remaining decoys and destroy jamming equipment NO MORE JAMMING.
- 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.
- STABALISERS DAMAGED Reduce Defensive Value by 2.
- **7** TARGETING SYSTEM DOWN add 2 to Defensive Value of any target.
- ENGINE HIT Reduce Defensive Value by 4. Turbo is also destroyed.
- 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.
- ENGINES SPLUTTER Reduce Drive by 5 until after next game turn.
- PILOT DAZED Raptor may not move or Pilot fire weapons until after next game turn.
- FUEL HIT Raptor explodes and Crew is killed

DAMAGE TRACK

