

COLONIAL RAPTOR GUNSHIP

BPV - 45

PILOT SKILLS

PILOT GNR LUCK

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.

GUNNER A

GNR

Mk 10 TORPS

Speed 18

1D12 damage

①②③④

Mk 50 TORP

Speed 10

5D12 damage

①②

GUNNER B

GNR Lock-on < ____ [D10]

MISSILES [FORWARD 180 ARC]

LOCK-ON RANGE: 10

Dice ALL against Defensive Value

Damage: High + NUMBER OF MISSILES

①②③④⑤

①②③④⑤

①②③④⑤

①②③④⑤

DEFENCES

3 2 1

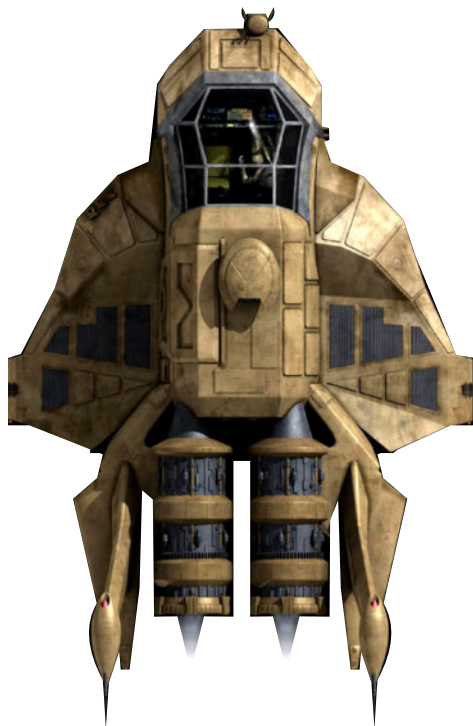
DAMAGE
REDUCTION

DEFENSIVE VALUE: 11

DECOYS: ①②③④⑤⑥

DAM CON: 1-3

ID



CRITICAL HITS

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. Add 2 to lock on roll of missiles.
- 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

ENGINE

DRIVE TURBO FTL > JUMP
①②③④

TURN: 4, SLIP: 3

TIGHT TURN +4

DAMAGE TRACK

→ t w * 10 3 8 W T 7 *
 t 6 2 5 T W * 4 1 X