

COLONIAL RAPTOR TRANSPORT

BPV - 25

PILOT SKILLS

PILOT GNR D LUCK D

ID

DEFENCES



DAMAGE
REDUCTION

DEFENSIVE VALUE: 11

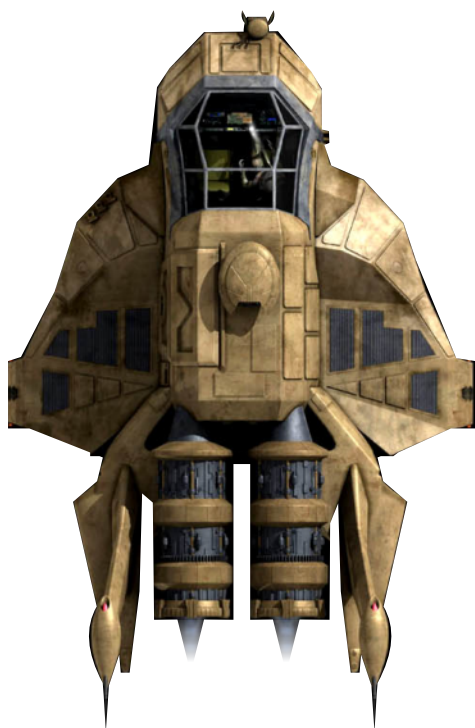
DECOYS: ①②③④⑤⑥

DAM CON: 1-3

PASSENGERS

①②③④⑤⑥

⑦⑧⑨⑩⑪⑫



CRITICAL HITS

ROLL 2 D6

- 2** PILOT KILLED - Raptor may no longer perform any action.
- 3** ENGINE FLAMEOUT - Next Turn only, Raptor 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** ENGINE HIT - Reduce Defensive Value by 4. Turbo is also destroyed.
- 8** ECM and DRONE PACKAGE HIT - lose 1D6 remaining decoys and destroy jamming equipment - NO MORE JAMMING.
- 9** PASSENGER COMPARTMENT PENETRATED - 1D4 Passengers are killed this turn, 1D4 minus 1 Passengers are killed in every turn afterwards until a breathable atmosphere is attained. ALL specialist equipment being carried is destroyed.
- 10** ENGINES SPLUTTER - Reduce Drive by 5 until after next game turn.
- 11** PILOT DAZED - Raptor may not move until after next game turn.
- 12** FUEL HIT - Raptor explodes and Pilot is killed

ENGINE

DRIVE **12** **14** X TURBO FTL > JUMP
 ①②③④ ①②③

TURN: 4, SLIP: 3

TIGHT TURN **1D** +4

DAMAGE TRACK

