

COLONIAL VIPER MK2

BPV - 27

PILOT SKILLS

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



WEAPONS

TRIPLE MINIGUNS [F]

To Hit: **2D8 + ADB +2**

Ammo:

① ② ③ ④ ⑤ ⑥ ⑦

Damage: Low +2*

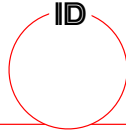
Short Range: 1-2 hexes

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.

ID



ENGINE

DRIVE **15** **18** X TURBO
 12 10 8 6 4 ① ②

TURN: **3**, SLIP: **2**

TIGHT TURN **1D** +3

DEFENCES

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

DEFENSIVE VALUE: 14

DECOYS: ① ② ③

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

➔ 15 **3** 12 10 **2** W 8 * 6 **1** 4 X

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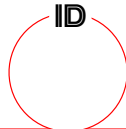
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