

CYLON HEAVY RAIDER

BPV - 45

PILOT SKILLS

PILOT GNR LUCK

WEAPONS

SELECTABLE WEAPON

TWO TRIPLE AUTO CANNONS [F]

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

OR

To Hit: **2D8 + ADB +5**

Ammo:

^{CLIP} ① ② ^{CLIP} ③ ④ ^{CLIP} ⑤ ⑥

Damage: Medium +2* [1 TRIPLE]

OR

Damage: Medium +5* [2 TRIPLES]

Short Range: 1-3 hexes
Medium Range: 4-10 hexes
Long Range: 11-24 hexes
SPEED RESTRICTION
DRIVE < 10

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

SELECTABLE WEAPON AMMO

Fire one bank and use 1 ammo.
fire both banks together and use 2 ammo clip ^{CLIP} ① ②

GUNNER A

GNR

Mk 10 TORPS

Speed 18
1D12 damage

① ② ③ ④

Mk 50 TORP

Speed 10
5D12 damage

① ② ③

DEFENCES

② ① DAMAGE REDUCTION

DEFENSIVE VALUE: 10

DECOYS: ① ②

DAM CON: 1-2

ID

CENTURION

① ② ③ ④ ⑤ ⑥

⑦ ⑧ ⑨ ⑩ ⑪ ⑫



ENGINE

DRIVE **11**

9 7 6 5 4

FTL > JUMP

① ② ③

TURN: 4, SLIP: 3

TIGHT TURN +4

CRITICAL HITS

ROLL 2 D6

- 2** PILOT KILLED - Raider may not move until end of next turn. Gunner A (if alive) can fly as Pilot Skill SAME AS PILOT.
- 3** PASSENGER COMPARTMENT PENETRATED - 2D4 Centurions are killed. ALL specialist equipment being carried is destroyed.
- 4** GUNNER KILLED - No more firing the torpedoes
- 5** CATASTROPHIC STRUCTURAL DAMAGE - take 2D6 more hits and reduce Damage Reduction to 0 (zero).
- 6** STABILISERS DAMAGED - Reduce Defensive Value by 2.
- 7** ENGINE HIT - Reduce Defensive Value by 4. Turbo is also destroyed.
- 8** 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.
- 9** AUTOCANNON HIT - Lose one of the triple banks.
- 10** ENGINES SPLUTTER - Reduce Drive by 5 until after next game turn.
- 11** PILOT DAZED - Raider may not move or Pilot fire weapons until after next game turn.
- 12** FUEL HIT - Raider explodes and all are killed

DAMAGE TRACK

→ t 11 w 9 7
W 6 5 4 X