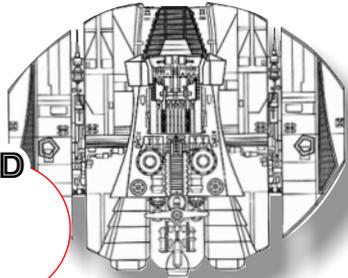


CYLON RAIDER MKI

BPV - 20

PILOT SKILLS

PILOT GNR LUCK



ID

GUNNER SKILLS

GNR

WEAPONS

MINIGUN [F]
 To Hit: **2D8 + ADB**
 Ammo: ①②③④⑤⑥⑦
 Damage: Low*
 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.

Mk 10 TORPS
 Speed 18 - 1D12 damage

①②③

CRITICAL HITS

ROLL 1 D4

- 1 PILOT KILLED - Raider may no longer move but may still fire.
- 2 GUNNERS KILLED - Raider uses Pilot gunnery skill to fire weapons.
- 3 STRUCTURAL DAMAGE - take 1D6 more hits.
- 4 FUEL HIT - Raider explodes all crew killed.

ENGINE

DRIVE FTL > JUMP
 ①②③④

TURN: 3, SLIP: 2
 TIGHT TURN +3

DEFENCES

DAMAGE REDUCTION

DEFENSIVE VALUE: 13
 DECOYS: n/a
 DAM CON: n/a

DAMAGE TRACK

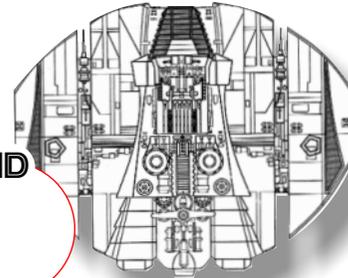
→ T 12 W * 9 T 5 X

CYLON RAIDER MKIT

BPV - 20

PILOT SKILLS

PILOT GNR LUCK



ID

GUNNER SKILLS

GNR

WEAPONS

TWIN MINIGUNS [F]
 To Hit: **2D8 + ADB + 1**
 Ammo: ①②
 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.

Mk 50 TORP
 Speed 10 - 5D12 damage

①

CRITICAL HITS

ROLL 1 D4

- 1 PILOT KILLED - Raider may no longer move but may still fire.
- 2 GUNNERS KILLED - Raider uses Pilot gunnery skill to fire weapons.
- 3 STRUCTURAL DAMAGE - take 1D6 more hits.
- 4 FUEL HIT - Raider explodes all crew killed.

ENGINE

DRIVE FTL > JUMP
 ①②③④

TURN: 3, SLIP: 2
 TIGHT TURN +3

DEFENCES

DAMAGE REDUCTION

DEFENSIVE VALUE: 13
 DECOYS: n/a
 DAM CON: n/a

DAMAGE TRACK

→ T 12 W * 9 T 5 X