

CYLON TRANSPORT RAIDER

BPV - 40

PILOT SKILLS

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

WEAPONS

SELECTABLE WEAPON

TWO TRIPLE AUTO CANNONS [F]

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

OR

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

Ammo:

^{CLIP} ①② ^{CLIP} ③④ ^{CLIP} ⑤⑥

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} ①②

GUNNER A

GNR **D** 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

2 **1** DAMAGE REDUCTION

DEFENSIVE VALUE: 10

DECOYS: ①②

DAM CON: 1-2

ID

CENTURION

①②③④⑤⑥

⑦⑧⑨⑩⑪⑫

⑬⑭⑮⑯⑰⑱



ENGINE

DRIVE **11**

9 7 6 5 4

FTL > JUMP

①②③

TURN: 4, SLIP: 3

TIGHT TURN **1D** +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 - 2D6 Centurions are killed. ALL specialist equipment being carried is destroyed.
- 4** GUNNER KILLED - No more firing the missile systems.
- 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** MISSILES GANG FIRE IN BAY - Remove 1 D6 missiles (if any remain) and do damage in the standard way (no damage reduction).
- 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

→ 11 **2** w 9 * 7 * 6 5 W * 4 **1** X