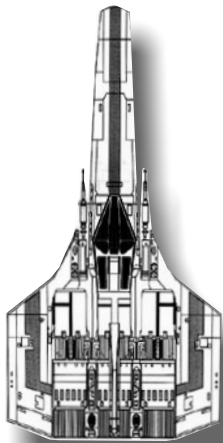


COLONIAL VIPER MKI

BPV - 25

PILOT SKILLS

PILOT GNR LUCK



WEAPONS

TWIN MINIGUNS [F]

To Hit: **2D8 + ADB +1**

Ammo:

① ② ③ ④ ⑤ ⑥ ⑦ ⑧

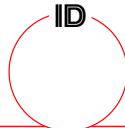
Damage: Low +1*

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.



ENGINE

DRIVE X TURBO

TURN: 3, SLIP: 2

TIGHT TURN +3

DEFENCES

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

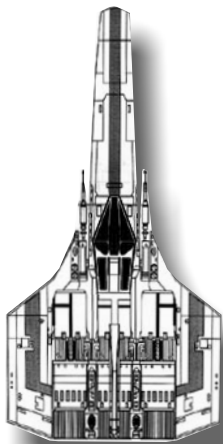
➔ 14 12 10 W 8 * 6 4 X

COLONIAL VIPER MKI

BPV - 25

PILOT SKILLS

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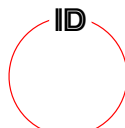
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