

**BPV: 55**

**I.D. CRESCENT II**

**TPV**

**Pilot**  
Impulsegun (F)  
To Hit: 2D8+ADB  
Damage: **High**  
Range: 3/8/10

**Crew**  
**PILOT**  
Pit: \_\_\_\_\_  
Gnr: \_\_\_\_\_  
Luck: \_\_\_\_\_  
**GUNNER A**  
Gnr: \_\_\_\_\_  
**GUNNER B**  
Gnr: \_\_\_\_\_

Decoys: ○○○○  
P-D: 1-4 (2)  
Dmg Con: 1-5  
Tons: 250

Defensive Value 15  
Damage Reduction 2  
Drive: 16  
Tight Turn Cost: +3

**Gunner A**  
Impulsegun  
(RQL) (R)  
To Hit: 2D8+ADB  
Damage: **High**  
Range: 3/8/10

**Gunner B**  
Impulsegun  
(R) (RQR)  
To Hit: 2D8+ADB  
Damage: **High**  
Range: 3/8/10

**DAMAGE TRACK**

→			t	2	16	*	15	w	1	t	13		t
	20	t	w	*	t	7			w	4		1	×

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Range: 3/8/10

**Gunner B**  
Impulsegun  
(R) (RQR)  
To Hit: 2D8+ADB  
Damage: **High**  
Range: 3/8/10

**DAMAGE TRACK**

→			t	2	16	*	15	w	1	t	13		t
	20	t	w	*	t	7			w	4		1	×

**CRITICAL HITS**

- 2 — **Pilot killed.** Crescent may no longer move. Defensive Value drops to 5.
- 3 — **Gunner B killed.** Gunner B's weapon can no longer be fired.
- 4 — **Electronic Warfare disabled.** Crescent cannot jam tracking torps. Reduce Defensive Value by 2.
- 5 — **Maneuver Thrusters hit.** Crescent may no longer make tight turns.
- 6 — **Shields damaged.** Reduce Defensive Value by 2.
- 7 — **Pilot's weapon damaged.** -2 to hit.
- 8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.
- 9 — **Gunner's weapon damaged.** Gunner A or B's weapons suffer a -1 To Hit until the end of the game.
- 10 — **Pilot dazed.** Crescent cannot move or fire Pilot's weapons until after next game turn.
- 11 — **Gunner A killed.** His weapon can no longer be fired.
- 12 — **Reactor hit.** Power generator detonates; Crescent is destroyed.

**Impulsegun SPECS**

Short Range: 1-3 hexes (+1 To Hit).  
Medium Range: 4-8 hexes.  
Long Range: 9-10 hexes (-1 To Hit).

**Torpedoes:** To make this vessel more effective against pursuers, the torp racks have been installed backwards: all torpedoes are launched facing rear, and move normally once placed on the map.