

BPV: 12 I.D. ■ PIT VIPER RSR

TPV

Pilot
 2 Disruptorguns (F)
 To Hit: 2D8+ADB+1
 Damage: Medium+1§
 Range: 1/2/6

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○
 P-D: —
 Dmg Con: 1-2
 Tons: 90

Tight Turn Cost: _____+3

DAMAGE TRACK

19	*	15	◇
8	4	W	1

BPV: 12 I.D. ■ PIT VIPER RSR

TPV

Pilot
 2 Disruptorguns (F)
 To Hit: 2D8+ADB+1
 Damage: Medium+1§
 Range: 1/2/6

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○
 P-D: —
 Dmg Con: 1-2
 Tons: 90

Tight Turn Cost: _____+3

DAMAGE TRACK

19	*	15	◇
8	4	W	1

BPV: 12 I.D. ■ PIT VIPER RSR

TPV

Pilot
 2 Disruptorguns (F)
 To Hit: 2D8+ADB+1
 Damage: Medium+1§
 Range: 1/2/6

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○
 P-D: —
 Dmg Con: 1-2
 Tons: 90

Tight Turn Cost: _____+3

DAMAGE TRACK

19	*	15	◇
8	4	W	1

BPV: 12 I.D. ■ PIT VIPER RSR

TPV

Pilot
 2 Disruptorguns (F)
 To Hit: 2D8+ADB+1
 Damage: Medium+1§
 Range: 1/2/6

Crew
 PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

Decoys: ○
 P-D: —
 Dmg Con: 1-2
 Tons: 90

Tight Turn Cost: _____+3

DAMAGE TRACK

19	*	15	◇
8	4	W	1

CRITICAL HITS

- 2 — Pilot killed. Pit Viper may perform no further actions. Defensive Value drops to 5.
- 3 — Pilot dazed. Pit Viper may not move or fire until after the end of the next game turn.
- 4 — Electronic Warfare knocked out. Pit Viper may no longer jam torps. Reduce Defensive Value by 5.
- 5 — Maneuver Thrusters hit. Pit Viper may no longer make Tight Turns.
- 6 — Shields damaged. Reduce Defensive Value by 3.
- 7 — Disruptorgun Targeters damaged. Further to hit attempts suffer a -2 modifier.
- 8 — Evade Thrusters hit. Reduce Defensive Value by 4.
- 9 — Engines severely damaged. Pit Viper reduced to a Drive value of 1. Reduce Defensive Value by 7.
- 10 — Engines destroyed. Pit Viper may not move or turn. Reduce Defensive Value to 5.
- 11 — Hull breached. Reduce Defensive Value by 5. At the end of next game turn, Pit Viper will disintegrate and be destroyed.
- 12 — Reactor hit. Power generator detonates; Pit Viper is destroyed.

DISRUPTORGUN SPECS

Short Range: 1 hexes (+1 To Hit).
 Medium Range: 2-5 hexes.
 Long Range: 6 hexes (-1 To Hit).
 § If target's Defensive Value has not been reduced by a critical hit, add 1 to its Defensive Value. Also, completely ignore target's Damage Reduction when resolving a hit.

Pit Viper RSR

Crew: 1

Maneuvering thrust: 0.185 km/s/s

Mass: 90 tons

Translight Capability: None

Armor: Crysteel w/belt

Atmospheric Capability: Full

Armaments:

2 x Disruptorguns

Comments: The Pit Viper moves like a hummingbird on caffeine, and yet still somehow manages to be easy to fly, making it a beloved first craft for hotshot new pilots. Accountants love it because it is among the cheapest fighters available (outside Lunches Utopia, anyway.) Commanders love it because its agility, armour and excellent shields give untried kids a good chance of surviving their mistakes. Unfortunately, most enemy pilots love it because it has almost no

chance of damaging their craft with its trio of Pulse Lasers.

The VMe.310j is Red Stars' attempt to up-gun the Devon-designed craft. The Red Star Dynamics shipyards removed the Pulse Lasers and a good chunk of the armor surrounding them, and replace them with a pair of Disruptorguns. The weapons give the new Pit Viper the bite of it's namesake; tiny holes on the outside, and massive damage on the inside.

The craft originated in the Red Star Bravehearts Akicita (Warrior House,) perhaps an appropriate occurrence, as the new craft is not for the faint of heart. The fragile fighter has just lost a good deal of its armor while rising several slots up the enemy's targeting priority. Nevertheless, it has spread to several other Akicitas, and pilot feedback has been overwhelmingly positive.

Submitted by Steven Owen.

