

**BPV: 220**  
**ID. ■ DOOMSDAY BETA FORTRESS**

**TPV**

**Mk. 50 Torps**  

○
○
○
○
○

**Mk. 10 Torps**  

○
○
○
○
○
○
○

**Pilot**  
**4 Blatguns (F)**  
 To Hit: 2D6+**1D10**+3  
 Damage: High+6  
 Range: 4/10/15  
 Target SR ≤13

**Pilot**  
**Missile Launcher (F)**  
 Lock-on < **10**  

○	○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○	○

**Gunner A**  
**1 Plazgun (360°)**  
 To Hit: 2D6+**1D10**  
 Damage: All ¥  
 Range: 2/4/10

**Gunner B**  
**1 Plazgun (360°)**  
 To Hit: 2D6+**1D10**  
 Damage: All ¥  
 Range: 2/4/10

**Crew**  
**PILOT**  
 Plt: **10**  
 Gnr: **10**  
 Luck: \_\_\_\_\_  
**GUNNER A**  
 Gnr: **10**  
**GUNNER B**  
 Gnr: **10**  
**GUNNER C**  
 Gnr: **10**  
**GUNNER D**  
 Gnr: **10**  
**GUNNER E**  
 Gnr: **10**

FRONT DAMAGE TRACK									
			W			3			4
*					2			w	
	t			1			T		
w									w
		w		X		w			X

LEFT SIDE DAMAGE TRACK

4					w
t	*				w
3	t				
t				w	
		2	T		W
T					
t	1				
*			-1		
	w		t	X	
t			t	X	

(F)  
**Defensive Value**  
**10**

(R)  
**Drive: MINUS**

**FOLLOW CARD DIRECTIONS**

RIGHT SIDE DAMAGE TRACK

4					w
t	*				w
3	t				
t				w	
		2	T		W
T					
t	1				
*			-1		
	w		t	X	
t			t	X	

REAR DAMAGE TRACK									
						3			
-1	1								
		t							

**Gunner C**  
**4 Splatnerguns (FQL) (RQL)**  
 To Hit: 2D6+**1D10**+3  
 Damage: Medium+6  
 Range: 2/6/10

**Gunner C**  
**Missile Launcher (FQL) (RQL) (R)**  
 Lock-on < **10**  

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○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○

Decoys: ○ ○ ○ ○  
 P-D: 1-7 (6)  
 Dmg Con: 1-8  
 Tons: 1500

**Gunner D**  
**4 Splatnerguns (FGR) (RGR)**  
 To Hit: 2D6+**1D10**+3  
 Damage: Medium+6  
 Range: 2/6/10

**Gunner D**  
**Missile Launcher (FGR) (RGR) (R)**  
 Lock-on < **10**  

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○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○

**Gunner E**  
**2 Splatnerguns (R)**  
 To Hit: 2D6+**1D10**+1  
 Damage: Medium+2  
 Range: 2/6/10

FRONT CRITICAL HITS	LEFT SIDE CRITICAL HITS	RIGHT SIDE CRITICAL HITS	REAR CRITICAL HITS
<p>2 — Blatguns damaged. Penalize To Hit attempts by -2 and reduce Damage rating to High+2.</p> <p>3 — Plazgun B loses power. Weapon may not fire until after next turn.</p> <p>4 — Too tough! No extra damage.</p> <p>5 — Too tough! No extra damage.</p> <p>6 — Plazgun A loses power. Weapon may not fire until after next turn.</p> <p>7 — Pilot's Missile Launcher malfunctions. Lose 1D10 of remaining missiles.</p> <p>8 — Pilot dazed. Betafort may not move nor fire Pilot's weapons until after next game turn.</p>	<p>2 — Major structural damage. Take 5 more hits on Left and Right Damage Tracks.</p> <p>3 — Torp Targeter damaged. No torps can be fired until after next game turn.</p> <p>4 — Shields damaged. Reduce Defensive Value by 1.</p> <p>5 — Too tough! No extra damage.</p> <p>6 — Missile Launcher C hit. Lose 1D10 of remaining missiles.</p> <p>7 — Minor structural damage. Take 3 more hits on this Damage Track.</p> <p>8 — Electronic Warfare gone. Betafort cannot jam torps. Reduce Defensive Value by 2.</p>	<p>2 — Major structural damage. Take 5 more hits on Left and Right Damage Tracks.</p> <p>3 — Torp Targeter damaged. No torps can be fired until after next game turn.</p> <p>4 — Shields damaged. Reduce Defensive Value by 1.</p> <p>5 — Too tough! No extra damage.</p> <p>6 — Missile Launcher D hit. Lose 1D10 of remaining missiles.</p> <p>7 — Minor structural damage. Take 3 more hits on this Damage Track.</p> <p>8 — Electronic Warfare gone. Betafort cannot jam torps. Reduce Defensive Value by 2.</p>	<p>2 — Rear bulkhead collapse. Take 8 more hits on this Damage Track.</p> <p>3 — Energy Cannon power interrupted. No cannons may be fired until after next turn.</p> <p>4 — Shields damaged. Reduce Defensive Value by 1.</p> <p>5 — Engine chokes. Drive reduced by 2 next turn.</p> <p>6 — Maneuver Thrusters hit. All turns cost 1 extra movement point to perform.</p> <p>7 — Gunner E killed. His or her weapons may not be fired.</p> <p>8 — Reactor detonates. The mighty Betafort passes into the void.</p>

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