



Asgard Daniel Jackson Science Ship

SPECS

Class: Capital Ship
In Service: 2003
Point Value: 2400
Ramming Factor: 210
Hyper Delay: 4 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 18
Stb/Port Defense: 19
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

SPECIAL NOTES

Atmospheric Capable
Advanced Sensors
Advanced Shields
Asgard Hyperdrive
Sparse Crew -2
Stealth, ELINT

SENSOR DATA

Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

FORWARD HITS

1-4: Thrusters
5-8: Molecular Gun
9-11: Transporter array
12-18: Structure
19-20: Primary Hit

SIDE HITS

1-3: Thruster
4-5: Transporter array
6-7: Molecular Gun
8-18: Structure
19-20: Primary Hit

AFT HITS

1-6: Main Thruster
7-8: Cargo
9-10: Tractor Beam
11-13: Transporter array
14-18: Structure
19-20: Primary Hit

PRIMARY HITS

1-7: Primary Struct
8-10: Engine
11-13: Hyperspace Drive
14-16: Shield gen
17-18: Reactor
19: Sensors
20: C&C

WEAPON DATA

Light Molecular Pulsar

Class: Molecular
Mode: Pulse
Damage: 16 1d4 Times
Maximum Pulses: 4
Grouping Range: +1 per 3
Range Penalty: -1 per 3 hexes
Fire Control: +7/+5/+3
Intercept Rating: -6
Rate of Fire: 1 per turn
Special: Ignores non-Advanced Armor, Shield Penetrator III

Wide Beam Transporter

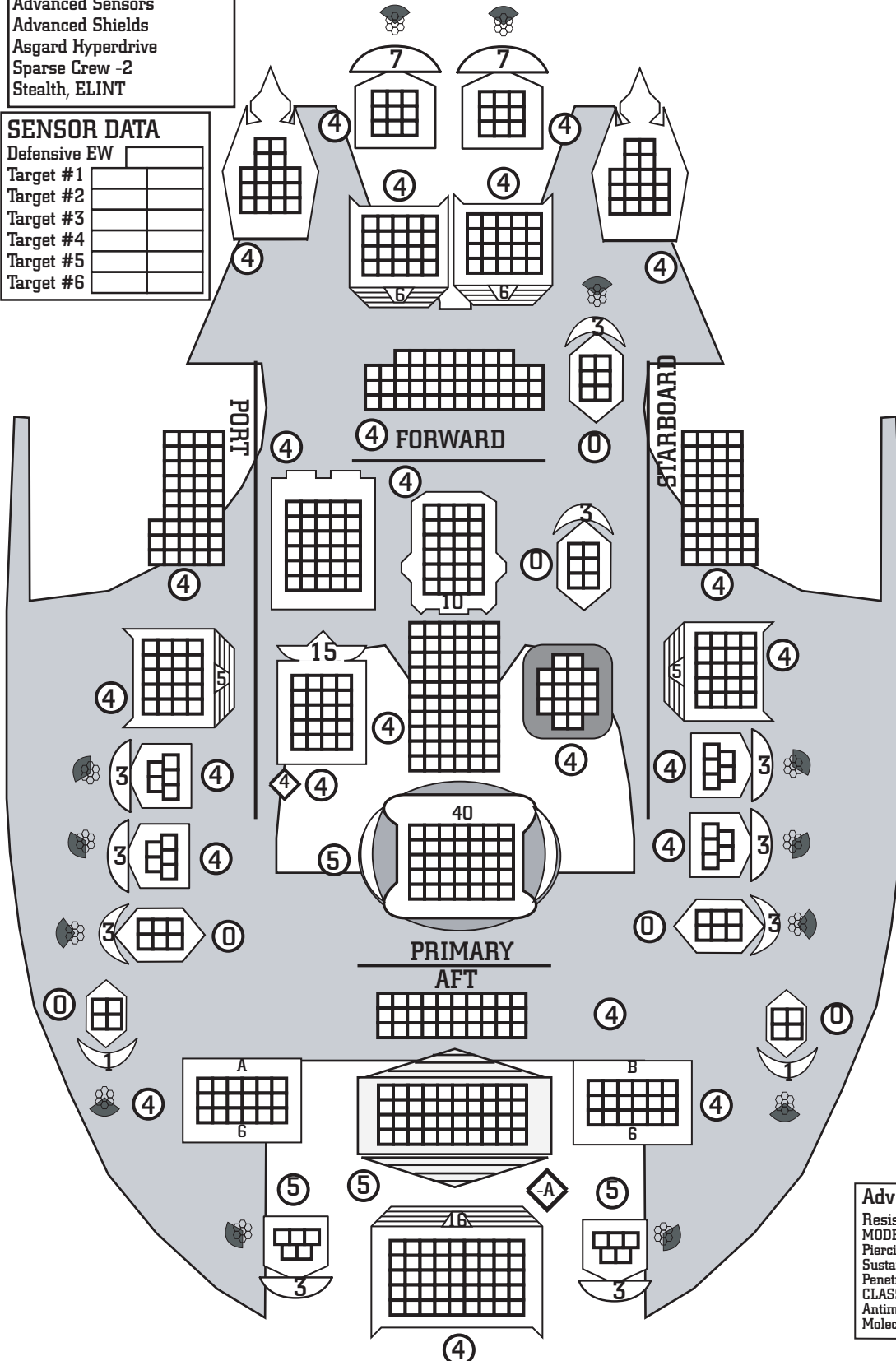
Class: EM
Mode: special
Damage: special
Range Penalty: -1 per 5 hexes
Fire Control: +6/+5/+6
Intercept Rating: -7
Ballistic intercept only
Rate of Fire: 1 per 2 turns
Special Notes: Targeted ship loses 7 boxes from a system that is hit. Ship must have shields offline. Fighters hit immediately dropout. Ignores armor. May affect marines and characters. See Rules.

Transporter Array

Class: EM
Mode: special
Damage: special
Range Penalty: -1 per 2 hexes
Fire Control: +5/+5/+5
Intercept Rating: -3
Ballistic intercept only
Rate of Fire: 1 per turn
Special Notes: Targeted ship loses 3 boxes from a system that is hit. Ship must have shields offline. Fighters hit immediately dropout. Ignores armor. May affect marines and characters. See Rules.

Containment Field

Subtracts Field factor from any damage coming through the arc, and any critical hit rolls made in that section. Reduces chance of successful marine mission in section by Field factor. Shield penetrating weapons ignore as per normal EM shield. See Rules.



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Hyperspace Drive
- Reactor
- Molecular Pulsar
- Transporter Array
- Containment Field
- Cargo
- Shield Gen

Adv Shield Chart (Base 10)

Resistance Level I (-25%)

MODE:

Piercing, -2, Pulse, +1, Flash, +2
Sustained, -0, -1, -3, Raking, +1
Penetrating, -1, -2, -3, -4 (per SP level)

CLASS:

Antimatter, +1, Gravitic, -1, Matter, -1
Molecular, -2, Plasma +1