



BC-303 Prometheus

SPECS

Class: Medium Ship
In Service: 2003
Point Value: 815
Ramming Factor: 100
Hyper Delay: 16 Turns

MANEUVERING

Turn Cost: 3/4 x Speed
Turn Delay: 3/4 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +9

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

FORWARD HITS

1-4: Fwd Thrusters
5-6: Railgun
7: Transport Array
8-11: Class-SO Missile
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-3: Aft Thruster
4-5: Shield Generator
6: Engine
7-8: Hyperdrive
9-10: Class-SO Missile
11: Railgun
12: Rail CWS
13-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-5: Port/Stbd Thrust
6-8: Hangar
9-12: Rail CWS
13-15: Reactor
16-18: Sensors
19-20: CnC

SPECIAL NOTES

Atmospheric Capable
Transporter Rings

SENSOR DATA

Defensive EW

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

Adv Shield Chart (Base 9)

MODE:

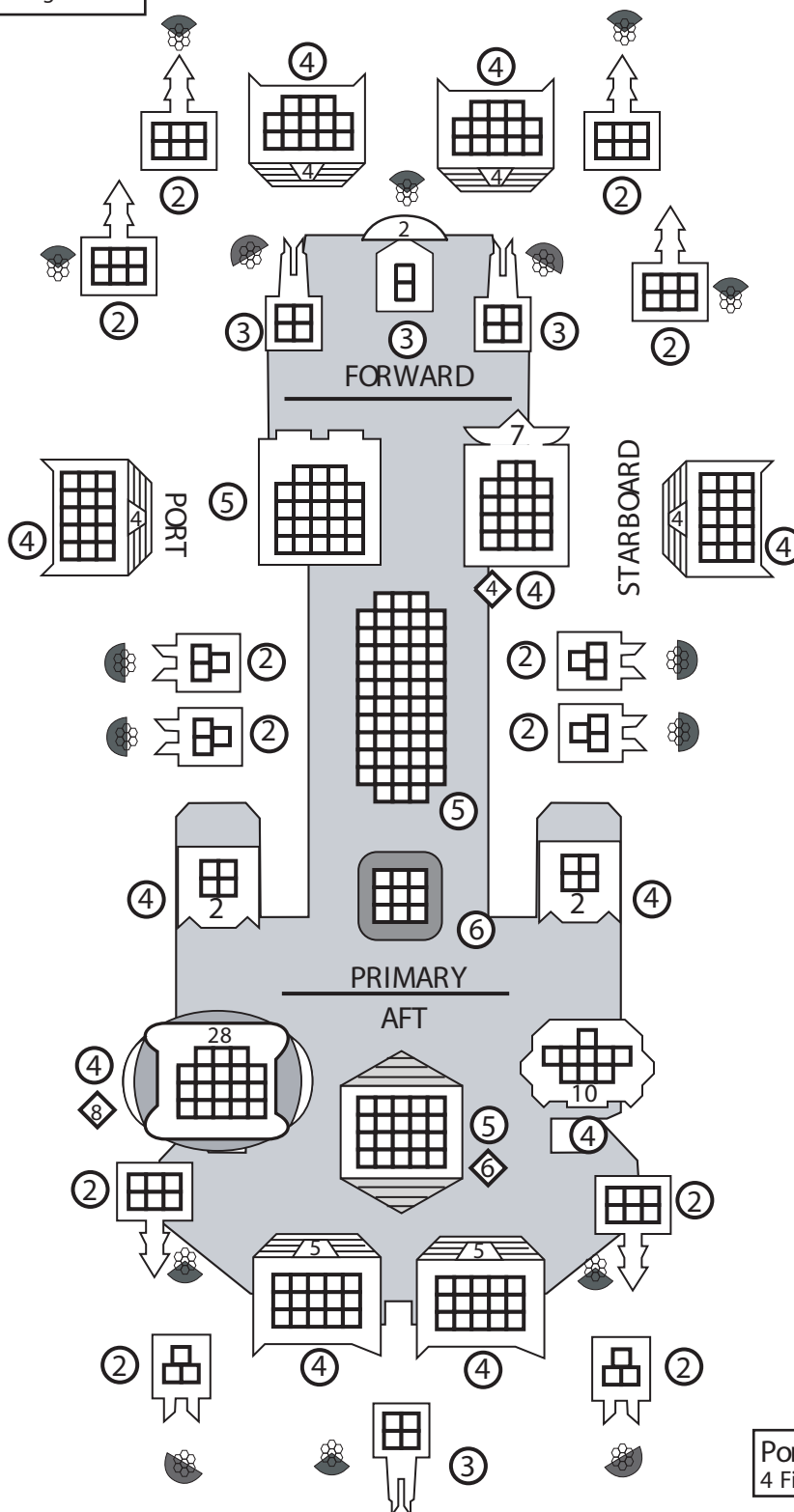
Piercing, -1, Pulse, +1, Flash, +3
Sustained, -0, -1, -2, Raking, +1
Penetrating, -1, -2, -3 (per SP level)

CLASS:

Antimatter, Ionic, Particle, Plasma: +1
Gravitic, Molecular: -1

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Hyperdrive
- Reactor
- Hangar
- Class SO Rack
- Railgun
- CWS
- Shield Gen



WEAPON DATA

Class-SO

Missile Rack
Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

Railgun

Class: Matter
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Pen: -1 per 2 hexes
Fire Control: +3/+2/-4
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Rail CWS

Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Matter
Mode: Standard
Damage: 1d6+6
Fire Control: --/+/-+8
Range Pen: -3 per hex

Transporter Array

Class: EM
Mode: special
Damage: special
Range Pen: -1 per 2 hexes
Fire Control: +5/+5/+5
Intercept Rating: -2
Ballistic intercept only
Rate of Fire: 1 per turn
Special Notes Targeted ship loses 2 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.

Standard Missiles:

Cost: Free
Warhead: 12
Range: 20

Naquadah Enhanced Missiles:

Cost: 8 Combat Points
Warhead: 25
Range: 20

Naquadria Enhance dMissiles:

Cost: 15 Combat Points
Warhead: 2d10+20
Range: 20

MISSILES

Rack #	1	2	3	4	5	6
Rack #1						
Rack #2						
Rack #3						
Rack #4						
Rack #5						
Rack #6						

Port Hangar
4 Fighters

Stbd Hangar
4 Fighters