



Version 2: 2E/stargate Name: \_\_\_\_\_ Counter: \_\_\_\_\_

# BC-304 Daedalus

## SPECS

Class: Hvy Cmbt Vsl  
In Service: 2004  
Point Value: 1050  
Ramming Factor: 100  
Hyper Delay: 8 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 16  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +6

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

## WEAPON DATA

### VLS Missile System

Class: Ballistic  
Mode: Standard  
Damage: variable (12)  
Range: 20 hexes  
Fire Control: +5/+3/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per turn  
Notes: Intercepting weapons add +1 to intercept rating. May use Tac Nuke, Naquadah or Naquadria warheads. May fire in saturation mode  
Damage: 20 1d4+1 times  
Maximum Pulses: 5  
Grouping Range: +1 per 3  
Expend 4 ammo

### 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 CIWS

Intercept Rating: -3  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Matter  
Mode: Standard  
Damage: 1d6+6  
Fire Control: -/-/+4  
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 5 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

## VLS MISSILES

Rack #1		
Rack #2		
Rack #3		
Rack #4		

Design by Demiurge

## FORWARD HITS

1-4: Fwd Thrusters  
5-6: Railgun  
7: Transporter Array  
8: Rail CIWS  
9-12: VLS Missile  
13-18: Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Aft Thruster  
7-9: Railgun  
10-11: Rail CIWS  
12-18: Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-3: Port/Stbd Thrust  
4-5: Hangar  
6-7: Railgun  
8-9: Rail CIWS  
10-11: Shield Generator  
12-13: Hyperdrive  
14-15: Engine  
16-17: Reactor  
18-19: Sensors  
20: CnC

## SPECIAL NOTES

Atmospheric Capable  
Transporter Rings

## SENSOR DATA

Defensive EW

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

## Adv Shield Chart (Base 9)

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

## Tactical Nuke

Cost: 50

Warhead: 8d10+40

Mode: Flash

Range: 0 (may be

transported)

Note: if transported inside an enemy vessel, change mode to Standard and resolve against Primary Section. See Rules.

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Hyperdrive
- Reactor
- Hangar
- VLS Missile Rack
- Railgun
- CIWS
- Transporter Array
- Shield Gen

