



Version 2: 2E/stargate Name: _____ Counter: _____

BC-304 Odyssey

SPECS	MANEUVERING	COMBAT STATS
Class: HCV	Turn Cost: 1x Speed	Fwd/Aft Defense: 15
In Service: 2004	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 1000	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 100	Pivot Cost: 3+3 Thrust	Extra Power: +0
Hyper Delay: 8 Turns	Roll Cost: 1+1 Thrust	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. 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: -1/-1/+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

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

SPECIAL NOTES

Atmospheric Capable
Transporter Rings

SENSOR DATA

Defensive EW

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

ICON RECOGNITION

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

