



Asgard O'Neill Battlecruiser

SPECS

Class: Capital Ship
In Service: 2001
Point Value: _____
Ramming Factor: 350
Hyper Delay: 6 Turns

MANEUVERING

Turn Cost: 1 x 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: 18
Stb/Port Defense: 19
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +1

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

STARGATE WARS

WEAPON DATA

Improved Heavy Molecular Cannon

Class: Molecular
Mode: Flash
Dmg: 9d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +5/+2/+0
Intercept Rating: n/a
Rate of Fire: 1 per turn
Alternate Fire: 1 per 2 turns:
Mode: Flash
Dmg: 18d10+20
Fire Control: +5/+2/+0
Alternate Fire: 1 per 3 turns:
Mode: Flash
Dmg: 27d10+30
Fire Control: +5/+2/+0
Special: Ignores armor.
Non-interceptable.

Improved Molecular Cannon

Class: Molecular
Mode: Flash
Dmg, 1 Turn: 7d10+10
Dmg, 2 Turns: 11d10+20
Dmg, 3 Turns: 15d10+30
Range Penalty: -1 per 3 hexes
Fire Control: +5/+2/+0
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor.
Non-interceptable.

FORWARD HITS

1-4: Thrusters
5-9: Improved Heavy Molecular Cannon
10-18: Structure
19-20: Primary Hit

SIDE HITS

1-3: Thruster
11-12: Improved Molecular Cannon
13-18: Structure
19-20: Primary Hit

AFT HITS

1-8: Main Thruster
10-13: Cargo
14-18: Structure
19-20: Primary Hit

PRIMARY HITS

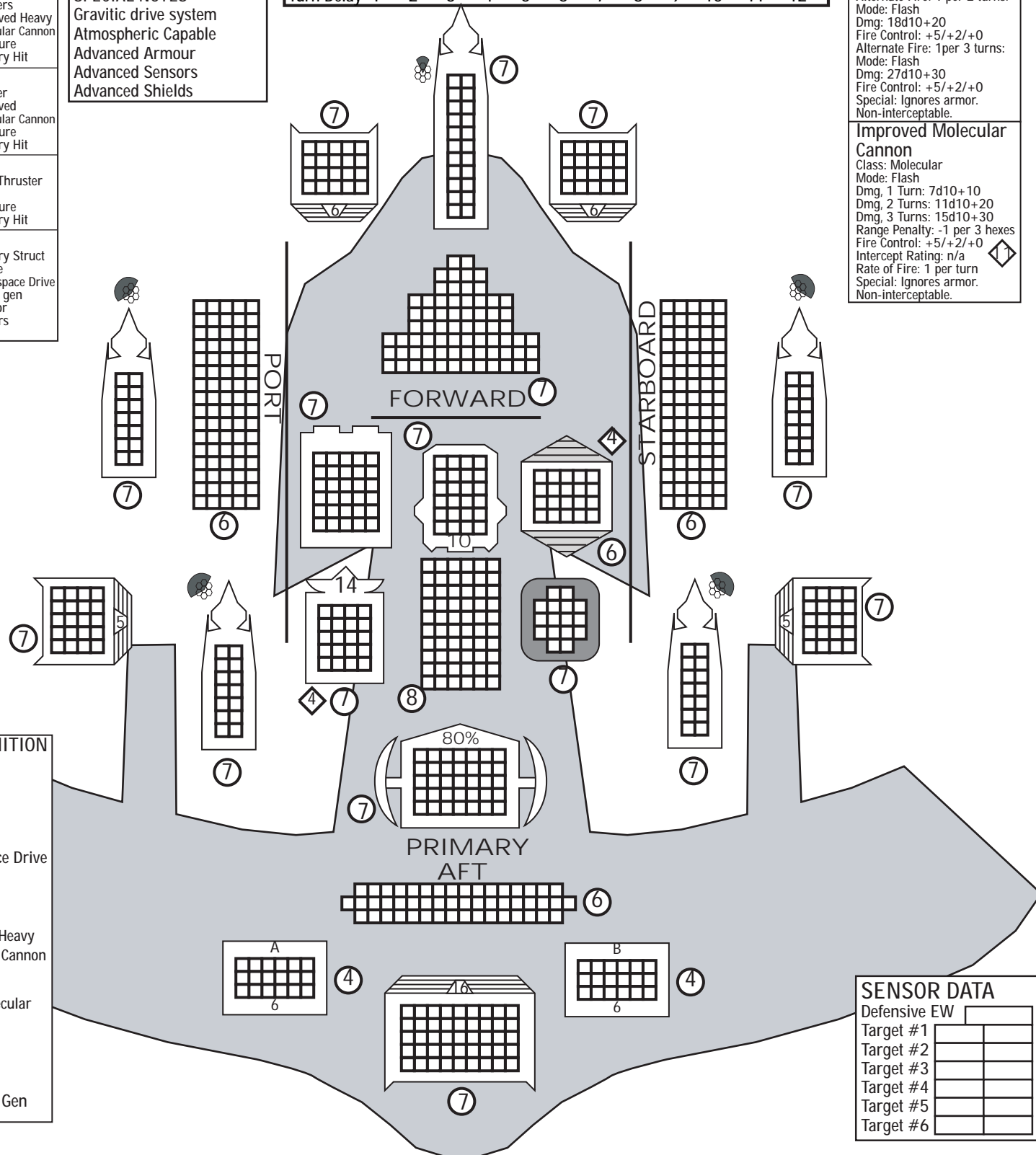
1-7: Primary Struct
8-10: Engine
11-13: Hyperspace Drive
14-16: Shield gen
17-18: Reactor
19: Sensors
20: C&C

SPECIAL NOTES

Gravitic drive system
Atmospheric Capable
Advanced Armour
Advanced Sensors
Advanced Shields

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Hyperspace Drive
- Reactor
- Improved Heavy Molecular Cannon
- Impr. Molecular Cannon
- Cargo
- Shield Gen



SENSOR DATA

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