

Asgard Beliskner Cruiser

STARGATE WARS

SPECS

Class: Capital Ship
In Service: Ancient
Point Value: _____
Ramming Factor: 330
Hyper Delay: 8 Turns

MANEUVERING

Turn Cost: 2/3 x Speed
Turn Delay: 2/3 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
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

WEAPON DATA

Heavy Molecular Cannon

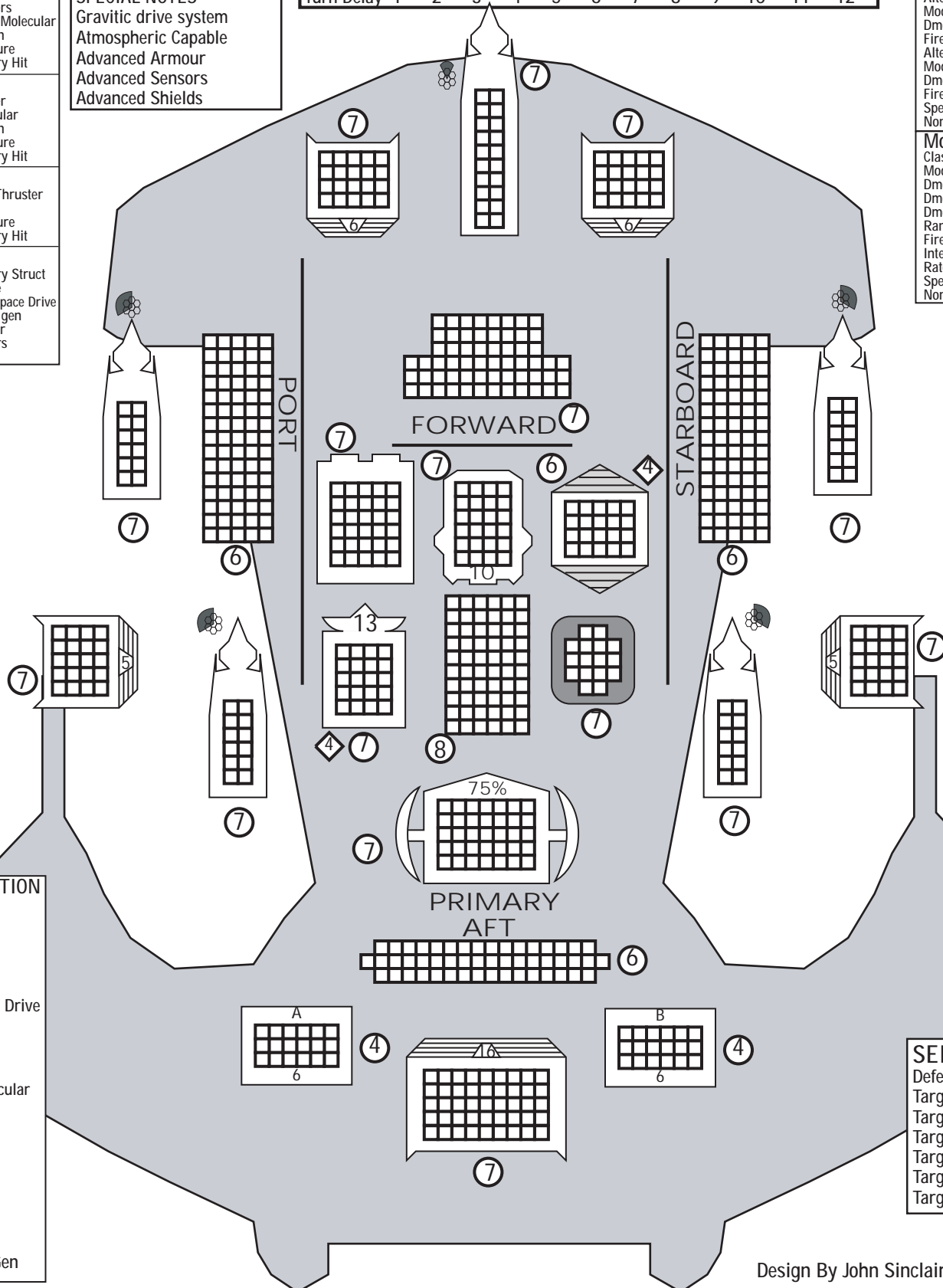
Class: Molecular
Mode: Flash
Dmg: 8d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +5/+2/+0
Intercept Rating: n/a
Rate of Fire: 1 per turn
Alternate Fire: 1 per 2 turns:
Mode: Flash
Dmg: 16d10+20
Fire Control: +5/+2/+0
Alternate Fire: 1 per 3 turns:
Mode: Flash
Dmg: 24d10+30
Fire Control: +5/+2/+0
Special: Ignores armor.
Non-interceptable.

Molecular Cannon

Class: Molecular
Mode: Flash
Dmg, 1 Turn: 6d10+10
Dmg, 2 Turns: 10d10+20
Dmg, 3 Turns: 14d10+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:	Thusters
5-9:	Heavy Molecular Cannon
10-18:	Structure
19-20:	Primary Hit
SIDE HITS	
1-3:	Thuster
11-12:	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
- Heavy Molecular Cannon
- Molecular Cannon
- Cargo
- Shield Gen

SENSOR DATA

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