



Asgard Beliskner Cruiser

SPECS

Class: Capital Ship
In Service: Ancient
Point Value: 2200
Ramming Factor: 180
Hyper Delay: 2 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +2

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

Molecular Pulsar

Class: Molecular
Mode: Pulse
Damage: 16 1d4 Times
Maximum Pulses: 4
Grouping Range: +1 per 3
Range Penalty: -1 per 3 hexes
Fire Control: +7/+5/+3
Intercept Rating: -6
Rate of Fire: 1 per turn
Special: Ignores Armor
Shield Penetrator III
For every 6 points of energy, add +1 Pulse, +2 maximum pulses

Wide Beam Transporter

Class: EM
Mode: special
Damage: special
Range Penalty: -1 per 5 hexes
Fire Control: +6/+6/+6
Intercept Rating: -9
Ballistic intercept only
Rate of Fire: 1 per 2 turns
Special Notes: Targeted ship loses 9 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.

Transporter Array

Class: EM
Mode: special
Damage: special
Range Penalty: -1 per 2 hexes
Fire Control: +5/+5/+5
Intercept Rating: -5
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.

Containment Field

Subtracts Field factor from any damage coming through the arc, and any critical hit rolls made in that section. Reduces chance of successful marine mission in section by Field factor. Shield penetrating weapons ignore as per normal EM shield. See Rules.

FORWARD HITS

1-4: Thrusters
5-8: Molecular Pulsar
9-10: Wide Beam Trans
11: Containment Field
12-18: Structure
19-20: Primary Hit

SIDE HITS

1-5: Thruster
6-10: Transporter Array
11: Containment Field
12-18: Structure
19-20: Primary Hit

AFT HITS

1-5: Main Thruster
6-7: Transporter Array
8-9: Cargo
10-12: Hyperdrive
13-18: Structure
19-20: Primary Hit

PRIMARY HITS

1-7: Primary Struct
8-10: Engine
11: Containment Field
12-14: Adv Shield Gen
15-17: Reactor
18-19: Sensors
20: C&C

SENSOR DATA

Defensive EW

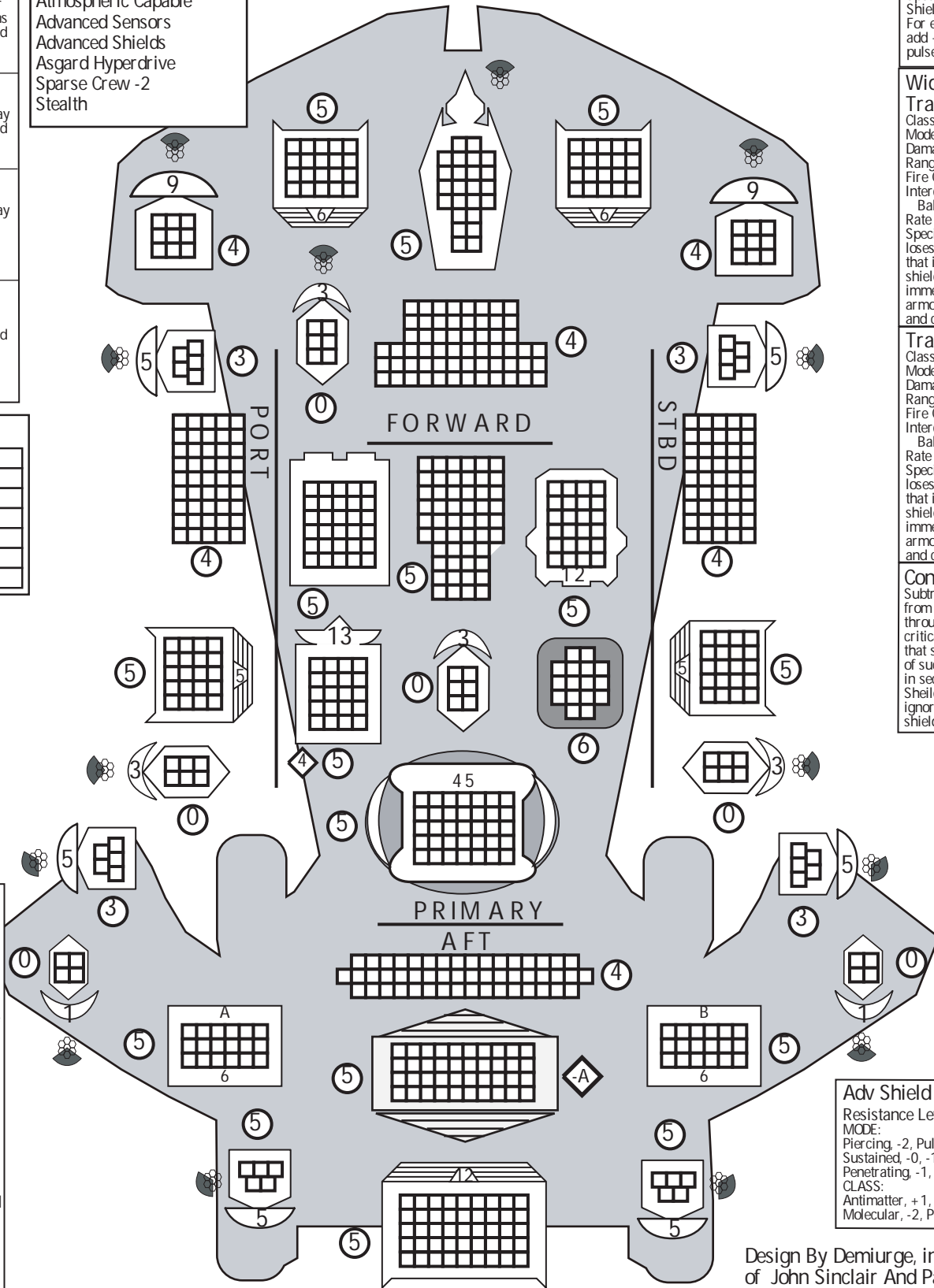
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Hyperspace Drive
- Reactor
- Molecular Pulsar
- Transporter Array
- Containment Field
- Cargo
- Shield Gen

SPECIAL NOTES

Atmospheric Capable
Advanced Sensors
Advanced Shields
Asgard Hyperdrive
Sparse Crew -2
Stealth



Design By Demiurge, inspired by works of John Sinclair And Paul Wilson