



# BC-303 Prometheus

## SPECS

Class: Medium Ship  
In Service: 2003  
Point Value: 785  
Ramming Factor: 100  
Hyper Delay: 16 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 15  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +9

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

## FORWARD HITS

1-4: Fwd Thrusters  
5-6: Railgun  
7: Transport Array  
8-11: Class-SO Missile  
12-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-3: Aft Thruster  
4-5: Shield Generator  
6: Engine  
7-8: Hyperdrive  
9-10: Class-SO Missile  
11: Railgun  
12: Rail CIWS  
13-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-5: Port/Stbd Thrust  
6-8: Hangar  
9-12: Rail CIWS  
13-15: Reactor  
16-18: Sensors  
19-20: CnC

## SPECIAL NOTES

Atmospheric Capable  
Transporter Rings

## SENSOR DATA

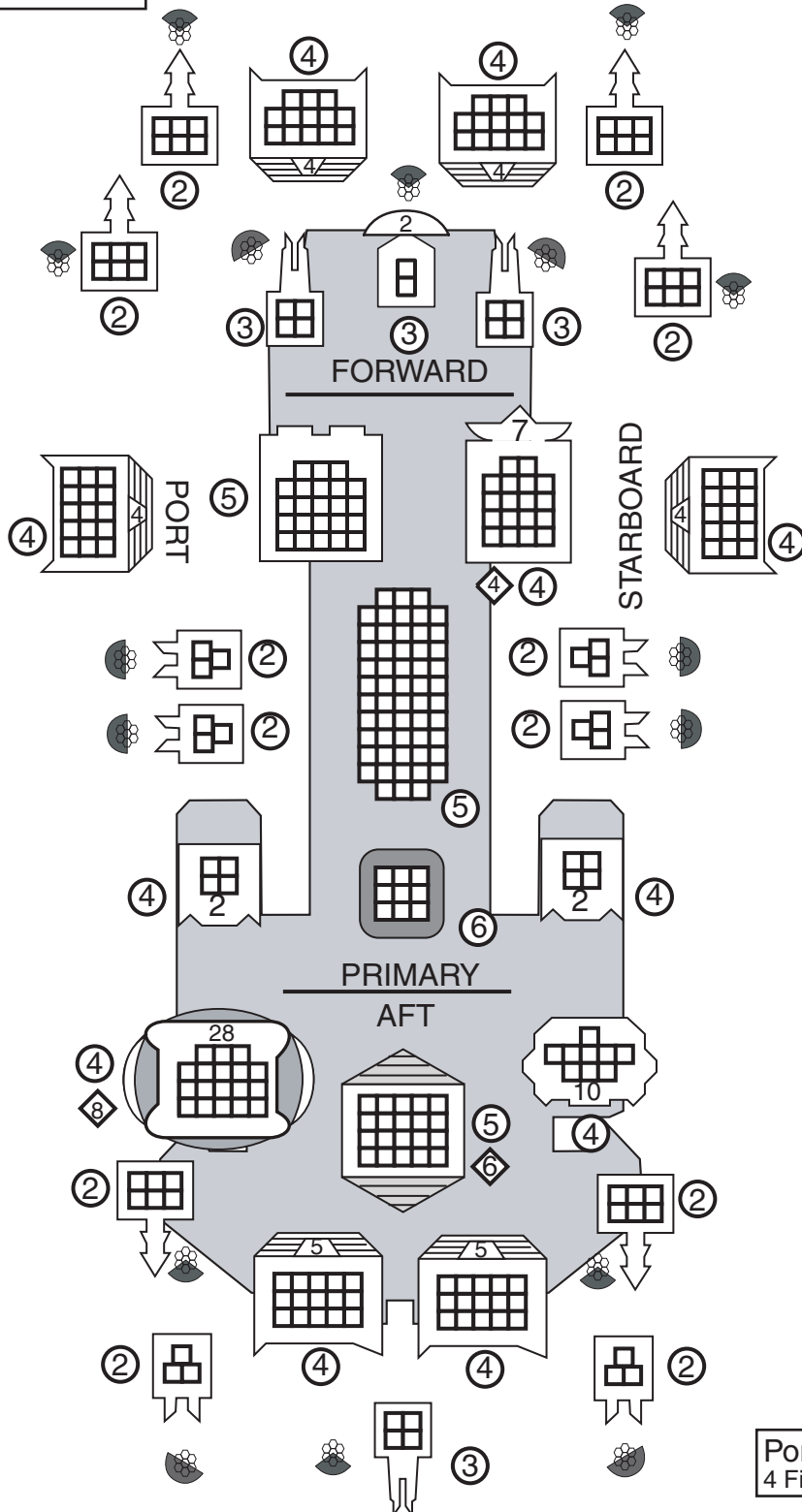
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

## Adv Shield Chart (Base 9)

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

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Hyperdrive
- Reactor
- Hangar
- Class SO Rack
- Railgun
- CIWS
- Shield Gen



## WEAPON DATA

**Class-SO**  
Missile Rack  
Class: Ballistic  
Missiles: 12  
Range Penalty: None  
Fire Control: +2/+2/+2  
Rate of Fire: 1 per 2 turns

**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 2 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

## MISSILES

Rack #1	
Rack #2	
Rack #3	
Rack #4	
Rack #5	
Rack #6	

Port Hangar  
4 Fighters

Stbd Hangar  
4 Fighters