



Version 3: 2E/stargate Name: _____ Counter: _____

BC-304 Daedalus with ZPM

SPECS

Class: Hvy Cmbt Vsl
In Service: 2004
Point Value: 1600
Ramming Factor: 100
Hyper Delay: 8 Turns

MANEUVERING

Turn Cost: 1x 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: 15
Stb/Port Defense: 16
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	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. May use Tac Nuke, Naquadah or Naquadria warheads. May fire in saturation mode
Damage: 20 1d4+1 times
Maximum Pulses: 5
Grouping Range: +1 per 3
Expends 4 ammo

Railgun

Class: Matter
Mode: Pulse
Damage: 12 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 3
Range Pen: -1 per 3 hexes
Fire Control: +3/+2/-4
Intercept Rating: -2
Rate of Fire: 1 per turn

Rail CIWS

Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Matter
Mode: Standard
Damage: 1d10+6
Fire Control: -/-/+4
Range Pen: -1 per hex

Transporter Array

Class: EM
Mode: special
Damage: special
Range Pen: -1 per 3 hexes
Fire Control: +5/+5/+5
Intercept Rating: -2
Ballistic intercept only
Rate of Fire: 1 per turn
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.

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 Thust
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

SPECIAL NOTES

Atmospheric Capable
Transporter Rings
Zero Point Module

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

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

Tactical Nuke

Cost: 50

Warhead: 8d10+40

Mode: Flash

Range: 0 (may be

transported)

Note: if transported inside an enemy vessel, change mode to Standard and resolve against Primary Section. See Rules.

ICON RECOGNITION

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

