

Version 1: 2E/stargate

Name: _____ Counter: _____

Replicator Spearship

SPECS	MANEUVERING	COMBAT STATS
Class: Enormous Ship	Turn Cost: 4 x Speed	Fwd/Aft Defense: 21
In Service: Ancient	Turn Delay: 4 x Speed	Stb/Port Defense: 25
Point Value: 5000	Accel/Decel Cost: 8 Thrust	Engine Efficiency: 4/1
Ramming Factor: 180	Pivot Cost: 3+3 Thrust	Extra Power: +0
Hyper Delay: 4 Turns	Roll Cost: 1+1 Thrust	Initiative Bonus: -6
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		

FORWARD HITS
1-4: Thrusters
5-6: Molecular Pulsar
7: Wide Beam Trans
8-10: Replicator Spear
11: Self-Repair
12-18: Structure
19-20: Primary Hit

SIDE HITS
1-5: Thruster
6-7: Wide Beam Trans
8-10: Spider SHF
11: Self Repair
12-18: Structure
19-20: Primary Hit

AFT HITS
1-5: Main Thruster
6-7: Transporter Array
8-10: Replicator Spear
11: Self-Repair
12-18: Structure
19-20: Primary Hit

PRIMARY HITS
1-7: Primary Struct
8-10: Engine
11: Self-Repair
12-15: Adv Shield Gen
16-18: Reactor
19-20: Sensors

ADAPTIVE ARMOR: 10

Weap Type	Available/Assigned	Weap Type	Available/Assigned

Note: Max 5 pts per weapon type, Can have 3 points pre-assigned
Cannot adapt to Matter, Antimatter, or Ballistic (Missile) Classes

SENSOR DATA

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

SPECIAL NOTES

Advanced Armor
Advanced Shields
Resistant Shields II
Distributed C&C

Adv Shield Chart (Base 10)

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

STARGATE WARS

WEAPON DATA

Replicator Spear

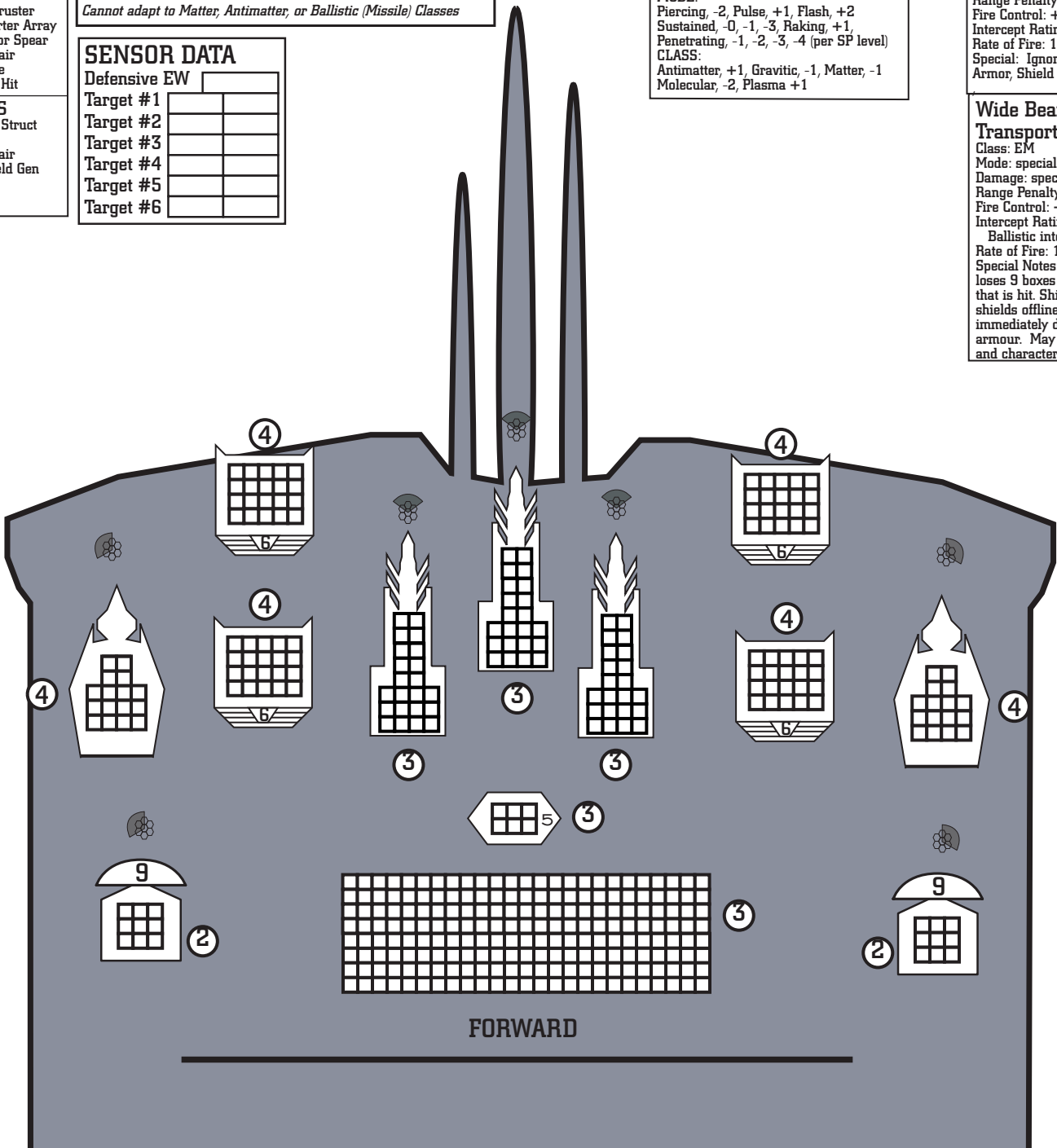
Class: Ballistic/Matter
Mode: Standard
Damage: 6d10
Range Penalty: None
Maximum Range: 25 hexes
Fire Control: +5/+4/na
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: Shield Penetrator IV, Does Overkill. Ignores Transporter Intercept. For every 5 points of damage done deposits 1 Replicator Contingent per Breach Pod rules.

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 non-Advanced Armor, Shield Penetrator III

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 armour. May affect marines and characters. See Rules.



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Hyperspace Drive
- Reactor
- Molecular Pulsar
- Replicator Spear
- Transporter Array
- Self-Repair
- Spider SHF
- Shield Generator

