

Stargate Command



Classified Briefing

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Comparative Analysis of Star Ship Capabilities
For Assets Belonging to,
Stargate Command, Allied and Enemy Races.
Including
A Guide For Table Top War Game Simulations



A Miniatures Game by

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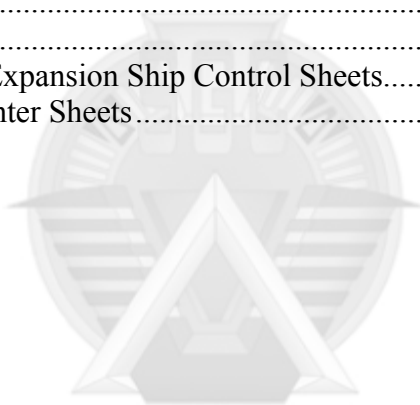
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Introduction

The document you now hold in your hands is my attempt to allow the gamer to play out ship-to-ship combat in the Stargate SG1 Universe. Stargate SG1 (in case you have been living in a science fiction void) is the hit TV series Produced by MGM first for ShowTime and now for the Sci-Fi channel. This series builds on the adventure started in the Stargate motion picture and in many ways exceeds the motion picture. Stargate SG1 has been nominated for numerous science fiction and television industry awards and has received several of those awards to date. With such quality source material it is my intent to only game those ships and systems seen on the show. As such, these rules have been a long time coming. Because most of the ship combat on the series has only come in the last several seasons.

It is my hope that these rules will provide the player with a simple and fast paced approach to gaming. I also wish to balance easy play with enough detail to accurately portray the source material. And last it is my intent to make this rule set as clear and concise as possible. Thus allowing very little room for rules lawyering and unintended advantages.

I would like to thank Jon Parry and Thomas Parry for extensive play testing. Their work greatly aided in determining the game balance of the ships in actual use. Also a thank you goes out to Jon Parry for his suggestions on rephrasing certain passages of the rules. The rule system you now hold is much clearer for his input. However all mistake still rest solidly on my shoulders.

Document Control

Here you will find the revision history for this rules set. It is my intent for revision 1,0,00 to be the first fully playable version. Earlier versions will be used for the work in progress. Version 0,1,00 will be a playable in that it will have the fighter and small ship portion of the game completed for play testing.

03/29/04 rev. 0,0,01 This first version will contain the introduction; document control and basic terms will be defined. This revision will also contain the first draft of the weapons and defensive systems rules.

04/06/2004 rev. 0,1,00 Movement rules and combat system added. Completed the first round of ship listings. However, ship costing along with a few other details are still pending. This does have enough detail to play a fighter based game.

04/12/2004 rev. 0.2.00 Added the ship costs. Reformatted for presentation as a draft product. Added Appendix 'A' and 'B', ship control sheets and a ship systems icon key. Added graphics, watermark and table of contents.

11/29/2004 rev 0.2.01 added the missing initiative modifiers to the small craft descriptions. Started work on Appendix 'C', Stargate Atlantis. Also started work on the flag ships of the Systems Lords. Test PDF format for first general publication. Added images to color text.

01/12/06 rev 0.3.00 Play test revisions. Added the missing initiative modifiers to the small craft descriptions. Started work on Appendix 'C', Stargate Atlantis. Also started work on the flag ships of the Systems Lords. Test PDF format for first general publication. Added images to color text. Change cost for F-302. Reduce the range of all fighter weapons. Added Wraith Ships (pending play test and costing). Reworked the Wraith Dart as a pure heavy fighter. Altered recharge rules for Asgard energy weapon. Added rules for Rail Guns for the SGC and a Replicator Bomb for (who else?) the Replicators. New ship control sheets for all Asgard vessels. Also added ship control sheets for the Daedalus, Wraith capital ships, Replicator ships and Apophis's Flag Ship. Ships systems icon table re-designed and updated.

03/07/06 rev 0.3.01 New material revisions. Two new ships added and are in the first stages of design. The description and color text has been added for the Wraith Scout and the Orion (Ancient War Ship). Also shields are being removed from Wraith capital ships while the damage tracks are being increased. The more I watch the show, the more apparent it becomes that the Wraith vessels in general and Hive Ships specifically depend on sheer bulk for defense.

03/14/06 rev 0.3.02 With the end of season nine of Stargate SG1 and season two of Stargate Atlantis, several small changes needed to be made. Ori invasion ship and Ori beam beam have been added. Work is complete on the first draft of the Orion (at least until we actually see in fight on screen). Color text and special rules changed on the Daedalus to reflect its sister ships. Also fixed the floating watermark problem.

Game Measurements or Scale

All measurements in this rules set will be expressed as Movement Units, or 'MU'. Depending how much playing area you have, you might want to use one inch or two centimeters as one MU. Unless you are pressed for space in which case you might want to have one MU equal one Centimeter. Whatever scale you decide on, it will help if your miniatures or ship counters are no more than one by two MU's for capital ships and one by one MU's for small craft.

Declaring Weapons Fire Measuring Ranges and Target Arcs

At no point may a player pre-measure firing ranges or target arcs. Only the mark-one human eyeball may be used to estimate target ranges and firing arcs, prior to declaring weapons fire. In addition, all the weapons fire and targets for any given ship during its turn in the combat phase must be declared at the same time.

All distances and firing or target arcs are measured from the center of the ship miniature or counter. If a ship miniature is in use and it has a base, then the measurement is taken from the center of the base. If it has more than one base, then the measurement is taken from the forward most base.

Re-rolling Dice

Almost all dice (6 sided,) rolled during the weapons fire portion of the game are subject to re-rolls on the score of a six. If any damage die gets a six, that die is re-rolled and the results applied as normal for that type of dice roll. Repeat sixes are also re-rolled. This both speeds game play and also brings into play the concept of the “magic bullet” or “lucky shot”.

Ship Classifications

For the purposes this game all spacecraft will be classified as either small craft or capital ships. Small craft will further be broken down into small and medium sizes. Designations of capital, medium and small will effect targeting and damage calculations. Also, small craft will use different movement rules than capital ships.

Weapons Systems Summary

This summary is broken down by the race the weapons systems belong to or were created by. It will further be separated into weapon system types and possibly range, size or damage classes of those systems.

Goa’uld Ship Mounted Weapons

Staff Cannons



The principle ship mounted weapon system of the Goa’uld is the Staff Cannon. For all intents this weapons system appears to be nothing more than a scaled up and more powerful version of the staff weapon used by Goa’uld ground forces. These weapons fire a pulse or pulses of coherent energy that “detonate” once they hit the target. This energy can dissipate over time/distance. So these weapons have a limited range, based on how much energy they impart to the shot to begin with. The ship-mounted versions of these weapons come in a number of sizes or energy levels, which we will break down into four classes for our purposes.

Class 1 Staff Cannons; this smallest class of staff cannon appears to only be mounted on Goa’uld Death Gliders.

Class 2 Staff Cannons; the next size class of staff cannon is found on some small craft, such as the Goa'uld Al'Kesh Mid-range attack bomber. It can also be found in use on capital ships as an anti-fighter weapon.

Class 3 Staff Cannons: this size class of cannon is the principle weapon of midrange Goa'uld capital ships, such as the Ha'Tak class Mothership.

Class 4 Staff Cannons: being the largest of this class of weapons can be found singly on midrange capital ships in ground attack roll. Or, it can be found as the primary weapon on a System Lords flagship.

The rules for using a staff cannon are as follows. Each Cannon gets a number of damage dice (6 sided) equal to its class number. Class one Staff Cannons only have a range of 5 MU roll one six side dice for any target in arc and range.



For Class two, three, and four Staff Cannons, for each ten MU of range to the target, one less die is used. That would mean that class two cannons have a range of less than twenty MU. In another example if a class three cannon were 22 MU from the target, then after taking away one die for each ten MU, the cannon would only roll one die at that range. Once a number of dice have been determined and are then rolled, the following table is used to apply the results.

Staff Cannon Damage table

Target Size Class	Shot Misses	Hit for one point of damage	Hit for two points of damage	Hit for two points of damage and re-roll
Small	1,2,3	4	5	6
Medium	1,2	3,4	5	6
Capital Ship	1,2	3,4,	5,6	N/A

Energy Bomb Launcher



Another weapons type available Goa'uld ships is the Energy Bomb Launcher. This weapon is normally used for ground attack and is of very limited use in ship-to-ship combat. To date it is only found on Al'kesh class bombers. Due to it's extremely short range and very slow speed it can only be used against capital ships that can't get out of its way. When this weapon is fired within six MU of its capital ship target, roll one six-sided die. On the result of a one, the bomb misses or otherwise has no effect, for any other result the score on the die is the number of points of damage delivered. As always,

a score of six results in the die being re-rolled. This weapon is always ventrally mounted and has a 360-degree arc of fire.

Stargate Command Ship Board Weapons

Fighter Missiles

During development of the X-301 prototype and the F-302 Advanced Interceptor, it became clear that the dual rolled required of the fighter (atmospheric and space borne use) would require a new and advanced form of fighter carried missile. The resulting weapons system is far more advanced than any in use by any nations air forces. The rules for the use of this missile are as follows. This missile has a range of 8 MU's. To use a missile check off one missile inventory box. Then Once range and arc are determined to be valid, two six sided dice are rolled. Then the results are applied using the following table for each die.



Fighter Missile Table

Target Size Class	No Damage	Damage Equal to Die Score	Damage Equal to Die Score and Re-Roll
Small	1,2	3,4,5	6
Medium	1,2	3,4,5	6
Capital Ship	1,2,3	4,5	6

That would mean if a F-302 fires a missile at Death Glider that is in range, it would roll two dice. If the roll resulted in 2 and a 5, 5 points of damage would be applied to the Death Glider. In the case of a 3 and a 6 being rolled, then 9 points of damage would be applied to the death glider and one die would be re-rolled.

Fighter missiles are much less effective against the shields and sheer bulk of a capital ship. However a lucky or well-placed hit can do a great deal of damage.

Capital Ship Missiles

The development of the X-303/BC-303 Prometheus, also required the development of a space based capital ship weapons system. Building on existing weapons technology a large ship borne missile system was developed. These missiles are much larger than the fighter missiles. And as you would expect they have a longer range and larger payload than the smaller missiles. But they are also less likely to hit smaller targets. However, as smaller targets are more venerable to “soft kills” some times a near miss is as good as hit. The rules for the use of these missiles are as follows.

This missile has a range of twenty-five MU's. Each missile launcher has a magazine of three missiles. Check off the shots as they are used in the three circles next

to the missile icon. Once these are used, that launcher may not fire any additional missiles this game. Missile launchers require one turn to reload, giving each launcher a rate of fire equal to one missile every other turn. Once a missile is fired at a target that is in range, three six sided dice are rolled. Then the results are applied using the following table for each die.

Capital Ship Missile Table

Target Size Class	No Damage	Damage Equal to Die Score	Damage Equal to Die Score and Re-Roll
Small	1,2,3	4,5	6
Medium	1,2,3	4,5	6
Capital Ship	1,2	3,4,5	6

Gatling Cannons

The F-302 and Prometheus have a cannon similar to a gatling gun. Unlike the Goa'uld Staff Cannons, these fire a solid projectile. Which means that they have an almost unlimited range in space. However accuracy degrades with distance. In game terms that means, the damage remains the same no matter what the distance. But hitting a target at long range is another story. These weapons come in two size classes. The class one Gatling cannon is found on the F-302 fighter. The class two Gatling cannon is found on the X-303/BC-303 Prometheus and is used in an anti-fighter roll and as a ship-to-ship weapon.

The rules for this weapons system are as follows. Once you designate a target roll one die. If a class two gatling cannon is fired at a small craft then at a range of 0-4 MU's a score of 2 or better is required to hit. For every additional 4 MU (or any part thereof) increase in range, the die score need to hit raises by one. If the target is a capital ship then at a range of 0-6 MU's a score of 2 or better is required to hit. For every additional 6 MU (or any part thereof) increase in range, the die score need to hit raises by one. (Note: this die is not subject to a re-roll on the score of six).

For a one Gatling cannon the range bands are halved. If a class one Gatling cannon is fired at a small craft then at a range of 0-2 MU's a score of 2 or better is required to hit. For every additional 2 MU (or any part thereof) increase in range, the die score need to hit raises by one. If the target is a capital ship then at a range of 0-3 MU's a score of 2 or better is required to hit. For every additional 3 MU (or any part thereof) increase in range, the die score need to hit raises by one. (Note: this die is not subject to a re-roll on the score of six).

When a hit is scored, roll a second six sided dice. On a score of 1,2 or 3 the damage done is equal to the class of cannon. For a score of 4,5 or 6 the damage is equal

to double the class of the cannon. In addition the score of a six results in the re-roll of the damage die.

Rail Guns



The newest weapon employed by the ships of the SGC is the Rail Gun. Rail Guns fire a solid projectile like a Gatling cannon. However, instead of using a chemical charge, the round is accelerated via an electro-magnetic apparatus known as a linier accelerator. This enables a rail gun round, to reach a much higher velocity then a chemically fired projectile. For gaming purposes, this higher velocity translates to a system very like the Gatling cannon. But, that is capable of greater accuracy and of a higher level of damage.

The rules for this weapons system are as follows. Once you designate a target roll one die. If the target is a small craft then at a range of 0-6 MU's a score of 2 or better is require to hit. For every additional 6 MU (or any part thereof) increase in range, the die score need to hit raises by one. If the target is a capital ship then at a range of 0-9 MU's a score of 2 or better is require to hit. For every additional 9 MU (or any part thereof) increase in range, the die score need to hit raises by one.

When a hit is scored, roll a second six sided dice. On a score of 1,2 or 3 the damage done is 3. For a score of 4,5 or 6 the damage is equal to doubled to 6. In addition the score of a six results in the re-roll of the damage die.

At this time only the Daedalus is equipped with this weapons system. The units produced to be used in upgrading the Prometheus, were instead sent via the Stargate to assist in the defense of Atlantis.

Asgard weapons

The only Asgard weapons system seen to date is the Asgard Energy Weapon. This weapon appears to produce a blue ball of energy that can quickly penetrate all but the strongest Goa'uld shields and causes the almost instantaneous destruction of unshielded targets. This weapon also appears to be able to rapidly change targets. In game terms this is modeled by allowing the energy weapon to split its damage between three targets each turn. This will allow the Asgard Energy Weapon to act as both a capital ship weapon and in an anti-fighter roll. The Asgard energy weapon consists of two sub systems, an "Energy Storage Capacitor" and an "Energy Projector". In most cases a capital ship only has a single energy storage capacitor, no mater how many energy projectors it has. Rules for using the Asgard Energy Weapon are as follows.



The energy storage capacitor will be shown with a number on the ship control sheet. This number is the maximum points of energy the capacitor can hold. During the orders phase of the turn, the energy storage capacitor can be recharged. To recharge the capacitor, roll a six-sided die. The die score is the number of points that are available this turn to recharge the capacitor. Note; this die is not subject to a re-roll on the score of six. Also the capacitor may not be charged beyond its rated capacity. Any points of charge rolled beyond the rated capacity are lost. Unless stated otherwise, ships equipped with beam weapons start all battles with the beam capacitors fully charged. The ship costs listed within these rules are intended to reflect ships starting with full capacitors, full missile racks and all other weapons primed and loaded.

The current charge level of the energy capacitor should be recorded on the orders sheet. During critical hit checks, the energy capacitor requires two hits to be destroyed. On the first hit, it is damaged and its energy capacity is reduced by half. Any excess energy stored in the capacitor, when its capacity is reduced due to damage, is lost.

To fire the energy weapon, the owning player must first declare how many points of energy they are going to fire via which energy projector. For each point of energy, the player will then prepare to roll one die. Then the player must declare what targets he is aiming at. If the player has declared more than one point of energy, then they may select up to three targets, or a number of targets equal to the points of energy (whichever is less). Once these declarations are made, then the firing arc and range to each target is measured. For any target that is within arc and is within a maximum range of 36 MU, roll the declared number of dice. For each 6 MU of range, reduce the score of each die by one. The adjusted number rolled, is the number of damage points scored. Any dice that score an unadjusted six are re-rolled and the same range modifier is applied.

Replicator Weapons

The Replicators have achieved their space borne presence by co-opting the technology of the races they attack. For the most part they have been encountered in ships taken from the Asgard. However as they scavenge the ships they steal for the raw materials they require to reproduce, they cannot operate those ships to full effect. As such co-opted Replicator ships will have special rules to reflect the way in which the Replicators use up a ship. However, after the development of advanced human-form Replicators, a new type of Replicator ship began to be seen. These new ships are pure Replicator designs made up entirely of Replicator blocks.

In practice, the shields and energy weapons used by pure Replicator designs, function exactly like those used by the Asgard and other races. While the pulse cannons found on co-opted ships function exactly like Goa'uld staff cannons. However the Replicators do have one truly unique weapons system. And that is the Replicators themselves. The Replicators can attempt to take over an unshielded enemy ship via means of a Replicator bomb. That is masses of Replicators are fired at the enemy ship, which the Replicators try to then take over system by system.

The rules for this weapons system are as follows. Replicator bombs have a 360-degree arc of fire. They have a range of 10 MU. Replicator Bombs fired at a ship with any shield blocks remaining automatically misses. For each Replicator bomb fired at an unshielded ship in range, the Replicator player will roll one six sided dice. Use the following chart to determine if the Replicator bomb hits and the Replicators successfully board the enemy ship. This dice roll is not subject to re-rolls on the score of a 6.

Target Size Class	Replicators Miss	Replicators Hit and Board the Target
Small	1,2,3,4,5	6
Medium	1,2,3,4	5,6
Capital Ship	1,2,3	4,5,6

Make a notation on the target ship control sheet for the number of Replicator bombs that hit it. On the turn that it is fired, no additional steps are taken for that Replicator Bomb

On each turn following any successful Replicator bomb hits, the target vessel must resolve the actions of the Replicators currently on board. This takes place prior to writing movement orders (because the results may well affect the ships movement). The Replicator actions are resolved as follows. Replicator player may attempt to take over one enemy system each active Replicator bomb on board. The Replicator player first chooses a target system. Then the Replicator Player rolls a six-sided dice. On a score of 1, the Replicators have failed badly and that Replicator Bomb is marked off the target vessel. On a die score of 2, 3 or 4, the Replicators and ships crew have fought to a standstill. On a die score of 5 or 6, the Replicators win control of the system icon. If the Replicator player wins they now control that system icon. It is not destroyed, but the ship owner can no longer use it. Due to the very fast reproduction of the Replicators, this die roll is subject to re-rolls on the score of a 6.

On any turn where there are no active Replicator bombs on board, the owning player may attempt to regain control of a captured system. The ship owner rolls a six-sided dice. On a die score of one, the ship owner has lost badly and the Replicators may then take over any one system icon of their choice. On a die score of 2, 3 or 4, the Replicators and ships crew have fought to a standstill. On a die score of 5 or 6, the ship owner wins control of the system icon. Due to the pervasive nature of the Replicators, this dice is not subject to re-rolls.

Once the Replicators take over a system icon, it is no long available to the ship owner. If the Replicators control all working drive icons they now control the ships movement. If the Replicators control all working fire control icons, they can fire any weapons icon they control. If the Replicators control the shield icon they decide if the shields are active. The Replicators may not use the hyper drive unless they also control all fire control icons and all drive icons.

Replicators that land on a fighter craft need only take over the cockpit system to control all the fighters systems. Once the Replicators control a fighter, the original owner may not reclaim it in any way.

Weapons of the Ori

Late in season nine of Stargate SG1, we see the emergence of space vessels belonging to the Ori. The Ori are ascended beings from another galaxy and appear to be the enemy of the ascended Ancients of our galaxy. The Ori rule over their people using fear and ignorance to keep them in line. Therefore when the Ori learned of unbelievers in this galaxy, they needed to build a space fleet from the ground up. As such these vessels look and act like no other with technology that not even their crew understands.

The primary weapons system of Ori ships (and the only one seen to date) appears to be a single massive beam weapon. This weapon operates the same as an Asgard Beam Weapon, except for it's sheer size (capacity) and it necessarily higher recharge rate.

The energy storage capacitor will be show with a number on the ship control sheet. This number is the maximum points of energy the capacitor can hold. During the orders phase of the turn, the energy storage capacitor can be recharged. To recharge the capacitor, roll two six-sided dice. The die score is the number of points that are available this turn to recharge the capacitor. Note; these dice are not subject to a re-roll on the score of six. Also the capacitor may not be charged beyond its rated capacity. Any points of charge rolled beyond the rate capacity are lost. All other rules for beam capacitors and beam weapons apply normally.

Other weapons on Ori vessels appear to function the same as the pulse cannons or staff cannons found elsewhere in these rules.

Super Weapons

From time to time, super weapons of mass destruction have played a role on screen. In most cases the Goa'uld or some other enemy of humanity employs them. And it is up to the ingenuity of SGC personnel, to overcome these weapons. However, like any venture into the realms of science fiction, the SCG is also prone to save the day with some type of Dues Ex' Machina.

However, these uber-weapons are not the stuff of space battles. Or least not the stuff of balanced gaming of space battles. Therefore it is suggested that these be left out of the ship-to-ship combat game and be resolved through roll playing.

Defensive Systems

For whatever reason, defensive systems do not seem to as dependant of race as weapons systems. Therefore these types of systems will be listed by type alone. Within the description of the defensive systems, there may be notes on where you can find it in use and by whom.

Reactive Armor

Reactive armor appears to only be in use on Stargate Command fighters. The X-301 prototype and F-302 Advanced Interceptor both use this defensive System. It works by the creation of a controlled blast away from the vehicle when an in-bound weapon strikes it. However the armor in any one area can only work once before it needs to be replaced. The simulate this in the rules the ships control sheet for any craft fitted with reactive armor, will have armor boxes on all four target arcs. When the craft receives damage, the armor boxes on the arc facing the attacker are checked off first. Once all the armor on any given arc is checked off, any damage taken from that direction is applied to the damage track. Armour boxes cannot be repaired during game play.

Energy Shields

Energy shields are used on some vessels as the primary defensive systems. Energy shields create a bubble of coherent energy that surrounds the vessel protecting it from energy weapons or kinetic attack. Energy shields will also prevent the passage of physical objects such as fighters and other small craft. However the shield is transparent to out going weapons fire.



Stargate Command, the Asgard and the Goa'uld all have some form of shield technology. The strength of the shield produced varies by race and the size of the craft so protected. In general, the Asgard has the best shield technology followed by the Goa'uld and then Stargate Command.

However, regardless of how powerful the shield, the rules for energy shields are the same for all races. The energy shield will be shown on the ship control sheet as a single block of shield boxes. The shield is a energy bubble around the craft that protects all target arcs equally. Damage received from any direction, is first applied to the shield blocks. It is only applied to the damage track once no shield blocks remain. In addition a shielded ship can regenerate up to ten percent (rounded down) of its total shield capacity at the beginning of each turn, unless the shield generator is damaged or destroyed. It takes two hits to destroy a shield generator. After one hit a damaged shield generator can regenerate five percent (rounded down) of the total shield capacity. Shield blocks can never be regenerated beyond the ships original shield capacity.

Cloaks

Both the Asgard and the Goa'uld have cloaking technology. A cloaking system allows a ship to be invisible to visual and instrumental observation. As such a cloaked ship can not be targeted by any weapons systems. Nor can it's movements be observed. However there are limitations on cloaked vessels. A vessel cannot cloak for a short while after exiting hyperspace. It must also uncloak prior to entering hyperspace. In addition a cloaked vessel can not fire weapons or launch small craft. Nor may it do so until the turn

after the one on which it uncloaks. Last, cloaked ships automatically uncloak when they enter an atmosphere.

The rules for cloaked vessels are as follows. A vessel cannot cloak until the turn after it exits hyperspace. It must also uncloak one turn prior to entering hyperspace. Orders to cloak or uncloak the ship must be written during the orders phase of the turn. The cloak then becomes active or deactivates during the capital ships movement phase of the turn. It may not fire weapons, launch small craft, or enter hyperspace until the turn after the one on which it uncloaks.

While cloaked a ship cannot be a target of any weapons, nor can it be tracked. In order to allow for untracked movement, all cloaked ships must write movement orders, even small craft. Because of this, small craft with cloaks will also have drive ratings that can be used to plot movement orders just like capital ships. When a ship cloaks, place a counter on the ship's last known position, and record the ship's facing. When the ship uncloaks, execute all the movement orders written while cloaked to determine its new position. If at any point this course passes through a stationary body, such as a planet or asteroid, then the cloaked ship was destroyed. At no point may the owning player use any measuring device while writing orders for a cloaked ship.

Weapons and Defensive Systems of Other Races.

From time to time Stargate Command personnel come into contact with other races. Many of these have some sort of space presence. However, for the most part they use weapons systems taken from one of the aforementioned races, or enough like them as makes no difference. Below is a brief summary of some of these other races that have a major presence in space.

The Tok'ra have been at war with the Goa'uld System Lords as long as they have been recording history. And being genetically similar to the Goa'uld they sometimes lack the creativeness of the other races. Thus Tok'ra technology base is very much the same as the Goa'uld.

Likewise the free Jaffa, having rebelled against their Goa'uld masters (or their gods if you were to believe the Goa'uld), use the technology they stole from the Goa'uld. The free Jaffa have not been active long enough to develop their own technology base.

Other space borne races have been found. But for the most part, they have not been encountered in any numbers. And thus they are not modeled in these rules. In the future if that should change these rules will be amended to reflect the new information. Likewise these rules are subject to amendment due to any observed advancements by the major powers.

Other Ships Systems

Drive Systems

Within these rules drive systems will be handled separately for fighters and other ships. Medium sized craft and capital ships will have multiple drive icons. While fighter craft will have their drive systems represented by critical hit boxes on the damage track. More about fighter drives will be covered in the fighter rules, later in this document.



Medium sized craft and capital ships will have a number of drive icons on their ship control sheets. Each drive icon represents 2 points of main drive thrust or one point of maneuvering thrust. As an example an Al'Kesh bomber has three drive icons, which means it could accelerate by up to six MU's per turn. Or it could turn three points a turn. Or it could use a combination like two acceleration points and two points of maneuvering (two acceleration thrust points from one drive icon and one point each, maneuvering thrust, from the other two icons). Main drive or acceleration thrust may be applied to accelerate the ship or decelerate the ship (write the thrust value as a negative number in the orders). Ships may not travel backwards, however.

Each drive icon is considered a separate system for damage allocation. So each icon is rolled for separately when rolling critical hits. A drive icon is destroyed on a single critical hit and thus reduces the number of drive points available by two main drive thrust points, or one maneuvering thrust point.

Fighter Bays

Only capital ships with fighter bays may carry, launch or recover fighters. Each fighter bay can hold up to 8 fighters. Each fighter bay icon on a ship control sheet is numbered. Any fighter that is in a destroyed fighter bay, is also destroyed or otherwise rendered unusable. Any fighter still in it's bay must have the ship id and bay number recorded on it's order sheet. Cross out or erase this notation when the fighter is launched. Note the new ship id and bay number when the fighter is recovered. Destroyed fighter bays may not be used to recover fighters.

Cargo Bays

Some capital ships have cargo bays. Cargo bays, like fighter bays can be used to store auxiliary small craft. However the nature of that storage is different. A cargo bay can be used to carry, launch and recover medium size class ships. Each cargo bay can hold 1 medium size class ship or two small size class ships (fighters). Each cargo bay icon on a ship control sheet is numbered. Any small craft that is in a destroyed cargo bay is also destroyed or otherwise rendered unusable. Any small craft still in its bay must have the ship id and bay number recorded on its order sheet. Cross out or erase this notation when the small craft is launched. Note the new ship id and bay number when the small craft is recovered. Destroyed cargo bays may not be used to recover small craft. No

matter how many cargo bays a capital ship has, only one medium size class ship may launched or recovered per turn. However, while cargo bays can be used to store and recover fighters, they may not launch fighters during game play. Fighters must be off loaded by a cargo shuttle and transferred to a fighter bay before they can be launched. This procedure is outside the rules of this game.

Transport Rings or Transporter Beams



The Goa'uld and Asgard both have advanced technology that allows for the transmission of personnel and materials from ship to ships and ship to surface. The Asgard use a transporter beam that doesn't require any sort receiver on the other end. While the Goa'uld use a transport rings that require a set of rings on both ends. However over short distances, Goa'uld ships can extend the second set of external rings to provide the other end of the connection.

The Asgard Transporter beam can also be used offensively. During the combat phase of the turn the transporter beam may attempt to remove unshielded units from play. This may be attempted on any target within a range of 10 MU from the Asgard vessel. To do this, the player owning the Asgard vessel must choose a target. If the target has any remaining shields, the attempt automatically fails. If the target is unshielded, then a six sided die is rolled. On the result of a 5 or a 6, the target is removed from play. On any other result, the attempt failed. Note: on-screen this tactic works every time for the Asgard. However, this can be seen as nothing more then continuing to attempt the transport until it works.

Sensor Systems

Various sensor systems allow for navigation and fire control. In games terms the cockpit on fighters and sensor icons on other ships represent these systems. For rules concerning fighter sensors, the cockpit and fighter fire control, see the fighter combat and damage rules later in this document.

Medium sized craft and capital ships will have a number of sensor/fire control icons. In game terms, these are only needed for fire control. Each fire control icon will allow a ship to target a single opposing vessel of any type. So if a Ha'Tak class Mothership has three fire control icons, it can target three other vessels (assuming they are within the firing arc and range of a working weapons system). Each fire control icon is a separate system and is checked for individually when determining critical hits.

Movement

General Movement rules

This game uses cinematic movement for all ships. That is to say, there is no vector addition or course vs. heading issues to deal with. This is in part to simulate what is seen on screen (even if it doesn't match real world physics) and in part to speed up play. Movement requires that the player know three things. What type of ship is moving, how many points of maneuvering and main drive thrust is has and what its current speed is. When a ship is moved the player looks at the current speed (written down from the prior turn) and adds any main drive thrust to arrive at the new speed. The ship is then moved a number of MU's equal to the new speed.

Because drive systems only provide thrust, if no thrust or maneuvering points are applied the ship will keep moving in a straight line at the same speed as during the prior turn. Likewise a ship can apply acceleration over the course of several turns and no maximum speed limit exists within the game. However, it should be noted that fast moving ships are extremely hard to keep in play during the game.

Points of maneuvering thrust are used to turn the ship one clock facing (1/12th of a circle) for each point applied at the midway mark and or the end point that turns movement. If multiple points of maneuvering thrust are applied, capital ships and medium size class ships are required to split them as evenly as possible (to the nearest whole number) between the 1/2 way and end points of the move. If only a single point of maneuvering thrust is used then the owning player may choose at which location to apply it during the move. Fighters and other small size class ships may apply maneuvering points at either or both these two locations, in any way the owning player wishes.

Also note that no pre-measuring is allowed prior to writing movement orders or declaring small craft movement.

Capital Ship Movement Rules

In order to simulate the differences in speed and agility between capital ships and small craft, capital ships must write and then plot the movement orders, before any small craft are moved. This allows the smaller craft to respond to the movements of the larger craft. So during the orders phase of the turn, players owning capital ships must record the movement orders for each ship. Then once all orders are written, all capital ships are moved in accordance with their written orders. All ship movement is considered to take place simultaneously.

In writing down orders players are required to record the ending speed for each turn. This is new starting speed for the next turn. They will then write orders first noting any acceleration/deceleration, then noting any turn at the half way point and last any turn at the end point. The following format is suggested for use.

MD 2, P 1, S 1

In the above example "MD" stands for main drive, "P" stands for port (left) and "S" stand for starboard (right). So if a ship with three working drive icons and a starting speed from the prior turn, wrote these orders the following things would happen. First by using two points of main drive thrust and two points on maneuvering thrust, it would have used all it's thrust available for that turn. Second it would add two to its base speed and move a total of 6 MU this turn. It would also record it's new (ending) speed as six. Last it would perform a side slide maneuver by turning one port to port at the half way point (3 MU) and then turn one point back to starboard at the end point (6MU) of the move.

It is recommended that the main drive portion of the orders and both turn locations have a value, even if it is zero. This will relieve a great deal of confusion if orders are called into question. So a ship that is maintaining course and speed would write the following orders.

MD 0, 0, 0

Note; the orders line will also contain other elements, such as orders to launch or recover fighters, or to cloak the ship. For clarities sake these should always be placed after the movement orders. Regardless of when these other orders take place in the turn sequence.

Small Craft Movement

Small craft (both small and medium size classes) move slightly differently then capital ships. To reflect their more agile nature, they execute all movement after capital ship movement is complete. This agility further effects small craft in that some are more agile then others and some reaction to the movement of other small craft is possible. In order to reflect this in game play, small craft use an initiative based system.

Initiative is rolled using two six sided dice. Each ship type has an initiative modifier, ranging from -1 to +3, to reflect its relative agility. The initiative modifier is added or subtracted from the rolled dice score. That calculation should yield an adjusted initiative result somewhere between 1 and 15. This value is then recorded on the orders sheet for that ship. Once all initiative values have been recorded for all small craft, then movement can begin.

Movement takes place in initiative order starting with the lowest initiative value going first. Then movement progresses from ship to ship in initiative order.

If two or more ships have the same initiative value, then roll two six sided dice, without modifiers, to break the tie. Lowest result goes first. Ties are re-rolled until each ship has it's own value.

Once it is time for a small craft to move, it is done using the same movement system as capital ships. Except that small craft don't write movement orders. Rather they declare their movement orders right before they move and then apply the orders as they were stated. The only thing written on the orders sheet is the new (ending) speed for the turn.

Cloaked Movement

The only exception to these rules is cloaked ships. Any ship, regardless of size, that is moving while cloaked must write movement orders from the turn they cloaked to the turn they un-cloak. These orders are written during the orders phase just like capital ships. Ships enter cloak during the capital ship movement phase of the turn. And all movement orders written while cloaked are executed on the turn that the ship un-cloaks, during the capital ship movement portion of that turn. Included the movement orders for the turn on which the ship un-cloaks. A cloaked small craft does not go back to initiative based movement until the turn after in un-cloaks.

Hyperspace Movement

Ships equipped with hyperspace drives, may enter and leave the playing area via hyperspace. However once a ship leaves the engagement area via hyperspace, it may not return to the playing area during the course of the game. Depending on the scenario objectives, this could be seen as having been driven away from combat and count against the owning player. Also because hyperspace allows you to flee a lost battle mostly intact, it is very hard to force combat on a hyperspace capable opponent. Therefore most ship-to-ship combat takes place because one side or the other has something it must defend (like a base or planet).

Exiting the game via hyperspace requires two turns. On the first turn the owning player must write and declare that they are preparing to enter hyperspace. The ship must also maintain course and speed for this turn. The ship must also un-cloak this turn, if it is running cloaked. The ship may otherwise use weapons and defensive systems as normal this turn. On the second turn the owning player must once again write or declare orders that the ship is entering hyperspace. The ship must also maintain course and speed this turn. During the capital ship movement portion or the turn the ship moves it's base course and speed and enters hyperspace at the end of that movement. Any collisions prior to entering hyperspace are resolved as normal. If a ship takes any damage to its hyperspace drives during these two turns the jump is aborted. Likewise if anything causes the ship to change course or speed during those two turns (like a collision) then the jump is aborted.

Ships entering the playing area via hyperspace must write orders to that effect during the first turn of the game. The order must contain the turn number the ship is entering on and the location and facing of the hyperspace window. This can be done by declaring the 'X' and 'Y' axes and default facing for the playing area at the beginning of the game. On the turn that a ship exits hyperspace, it may not write any other movement orders then those that maintain course and speed. The ship exits the hyperspace window

along it's facing at a speed of six during the capital ship movement portion of the turn. Small craft just exiting hyperspace may not declare any other movement during the small craft movement portion of that turn.

Launching and Recovering Fighters

Capital ships with fighter bays may either launch or recover up to half (rounded up) the capacity of their remaining fighter bays per turn. They may not, however; do both during the same turn. Nor may any other small craft be launched or recovered that turn. To launch fighters, orders to that effect must be written during the orders phase of the turn. The orders must specify how many fighters are to be launched. Fighters are launched after capital ship movement and before small craft movement. When fighters are launched, they are place 4 MU in front of the launching ship. Their starting speed is four and base course is the same as the launching ships heading. Fighters are eligible to be moved and nominated for weapons fire on the turn that they launch.

Any fighter that ends it's movement within 4 MU of a friendly capital ship may be recovered that turn. To be recovered the capital ship must have open space in an intact fighter bay. Or it must have an open cargo bay. The capital ship must also have not launched any fighters that turn. If the fighter is being recovered into a cargo bay, then only one fighter may be recovered and no other small craft may be launched or recovered that turn. If these conditions are met, the fighter can be recovered immediately after its movement is complete.

Launching and Recovering Other Small Craft

On any turn that a capital ships has not launched or recovered fighters it may launch or recover other small craft from any cargo bays it may have. To launch a small craft other then a fighter, orders must be written to that effect. That order should contain the id of the small craft to be launched. Launch small craft after capital ship movement and before small craft movement. When small craft are launched, they are place 4 MU in front of the launching ship. Their starting speed is four and base course is the same as the launching ships heading. Small craft other then fighters are not eligible to be moved or nominated for weapons fire on the turn that they launch.

Any small craft that ends it's movement within 4 MU of a friendly capital ship may be recovered that turn. For the small craft to be recovered the capital ship must have open space in an intact cargo bay. The capital ship must also have not launched or recovered any fighters that turn. No other small craft may be launched or recovered that turn, either. If these conditions are met, the small craft can be recovered immediately after its movement is complete.

Rules for Combat

Ship to ship combat is conducted in an alternating manor, from player to player, until all



combat for that turn is complete. The player with the most ships (of any class) still in play goes first. If more than two players are involved in any given game the order of combat will then progress clockwise around the playing area. The first player in the combat order must nominate one ship to fire weapons, even if that ship does nothing this turn. Then the next player in the combat order nominates one ship to fire. This continues until every player has fired one ship, then play goes back to the first player in the combat order who may fire a second ship. Each ship can only be nominated to fire once during the combat phase. Once a player has nominated all the ships they own, they are then skipped over in the combat order. The combat order continues until all ships have been nominated

Firing Weapons

Once a ship has been nominated to fire it must declare all targets and all weapons to be fired at each target. Players may not declare any additional weapons fire at any later point during the turn. A ship may target as many vessels as it has sensor system icons remaining. The exception to this rule is fighters. Fighter control sheets don't have sensor icons. Instead, fire control is located in the cockpit. And so as long as a fighter hasn't suffered two cockpit hits, they can still fire weapons. A fighter can only target a single opposing unit.

After the nominated ship has declared all targets and weapons fire, only then does any measurement take place. First the firing arc is checked. Firing and target arcs are based on a 12-point circle around the ship, just like a clock face. Fighters have only a limited forward weapons arc, between 11 and 1 o'clock from the fighters heading. Other small craft and capital ships have four equal firing arcs, divided at the 2:30, 4:30 7:30 and 10:30 points around the ship where 12 o'clock is the ships heading. Weapons icons on the ship control sheet will indicate what arcs they can fire into.

If the target vessel is inside the weapons firing arc, then range is measured. Range is measured from center to center of the ship counters or miniatures. This measurement is used to check to make sure the target is in range and to apply any range effects listed for the type of weapons fired.

Resolving Damage

Once damage is rolled, based on the weapons fired, the target ship must record the damage. Damage is first applied to shields or armour and then to the damage track of the ship control sheet.

Applying Damage to Armour

Applying damage to ships with armour must take into account the direction the damage came from. Just like the firing arcs above, all ships have target arcs. All ships have four target arcs that match the firing arcs for ships other than fighters, above. That is they have four equal target arcs, divided at the 2:30, 4:30 7:30 and 10:30 points around the ship where 12 o'clock is the ships heading. To apply damage to an armored ship, first

check the armour coverage for the target arc hit. Apply damage first to the armour blocks on that side and then apply any remaining damage to the damage track.

Applying Damage to Shields

Energy shields create a bubble of protection around the target ship. Unlike armour, damage is applied to the shield blocks first regardless of which direction it came from. Once all the shield blocks have been marked off, then apply any remaining damage to the damage track on the ships control sheet. Note: it is possible for a ship to regain lost shield blocks on the next turn, so long as the shield generator is still working.

Applying Damage to the Damage Track

Once all armour for a given arc or all shield blocks have been marked off, damage is then applied to the damage track on the ship control sheet. Once all boxes on the damage track have been marked off the ship is destroyed and removed from play. Also, as the ship takes damage critical hits can take place. The damage track will be broken up into segments on fighter control sheets and row on the control sheets for other ships. At the end of each segment or row, a check is made for critical hits.

Fighter Critical Hits

Fighters handle critical hits differently than other ships. At the end of each segment of the damage track is a line connected to a series of three ship systems names. Based on four equal target arcs (see above), the top system in the list is hit by damage coming from the forward arc. The middle system is hit by damage coming from either the port or starboard arc. And the bottom system in the list is hit by damage coming from the rear arc. Hits to these systems have the following results.

- *Cockpit:* The cockpit is destroyed on two hits. If both cockpit hits have been checked off, the fighter has a dead crew and is removed from play. It is no more than a drifting hulk.
- *Missile Hard Points:* On this hit all remaining missiles are destroyed. If a ship control sheet has two missile hard point critical hit boxes, a second hit to this system doesn't do anything.
- *Cannon:* This hit destroys a single staff cannon on death glider or the gatling cannon on the F-302.
- *Drive:* It takes two hits to destroy a drive system completely. But a fighter with one drive system hit has its drive rating (both for thrust and maneuvering) reduced by half.

Critical Hit Rolls for Other Ships

Other ships roll dice for critical hits when ever the last block and a damage track row is marked off. For each remaining system a ship has, roll a single six-sided die. Compare the result of each roll to the critical hit number in the column to the right of the

damage row just marked off. If the die rolls equals or is greater than the critical hit value listed, then mark that system as damaged or destroyed.

Mark the first hit on the shield system with a slash to show it is damaged. On a second hit to the shield system, cross the slash to make it an 'X' and to mark it as destroyed. Likewise an Asgard energy weapon capacitor takes one hit for it to be damaged and two hits to be destroyed. On all other systems, cross them out to mark them as destroyed on a single hit.

Ships of the Stargate Universe

Overview

This section will detail some of the ships of the Stargate universe. The ships will not be divided by faction, because some ships are in use by multiple factions. Each listing will contain basic stats for the ship along with a short description and any special rules for the ship. Fighters will be listed first followed by other small craft and then capital ships. Ships listed with fighter or cargo bays, are listed with just the cost of the ship. Fighters and other small craft must be acquired at a separate cost.

Fighters

Prototype Death Glider

Unit Cost: 69

Used By: Rebel Jaffa or Stargate Command

Size Class: Small

Drive Rating: 10

Initiative Modifier: +3

Weapons: 2 Class one staff cannons

Defensive Systems: None

Description: This craft was the prototype for the current Goa'uld Death Glider. But the craft proved too hard to fly, except for all but the best pilots. This craft was built over a hundred years ago and only one is known to survive. It was hidden away by Master Bre'Tac over a hundred years ago, until time of need. He and General George Hammond used it to rescue several SG teams from Hathor. Its wings arc around the crew compartment in almost a complete circle. This configuration makes it almost ideal for maneuver called threading the needle. That is, flying



through an active Stargate. The status of this craft after the Hathor operation is not known. It could be either in the possession of Stargate Command or the Jaffa Rebellion.

Special Rules: This craft is unique. Therefore only one may ever be in play. In addition both players must agree to its use.

X-301 Prototype Advanced Interceptor

Unit Cost: 66

Used By: Stargate Command

Size Class: Small

Drive Rating: 8

Initiative Modifier: +1

Weapons: 2 advanced fighter missiles

Defensive Systems: None



Description: This craft was a prototype fighter made from two damaged Goa'uld Death Gliders and good old American know-how. The Death Gliders were taken by SG1 from Aphosis, in the process of destroying two of his Ha'Tak motherships that were about to attack earth. During testing it was found out that Aphosis had placed a trap in his fighters for any Jaffa that tried to rebel. This, after the rebellion of his former first prime Teal'c. While being tested at high altitude by Colonel Jack O'Neill and Teal'c, the device took control of the X-301 and headed straight into space on a course bound for Aphosis's original home world. It's intent, to have the rebel Jaffa die in the cold of space on a several hundred-year voyage to return to Aphosis. O'Neill and Teal'c avoided this fate only by the timely intervention of the rest of SG1, Jacob Carter and a Tok'ra Shuttle. The X-301 is assumed lost.

Special Rules: This craft is unique and assumed lost. Therefore only one may ever be in play. In addition both players must agree to its use. It should only be used in a 'what if' type of scenario, because it never saw combat.

Goa'uld Death Glider

Unit Cost: 60

Used By: Goa'uld, possibly Rebel Jaffa

Size Class: Small

Drive Rating: 8

Initiative Modifier: +1

Weapons: 2 Class one staff cannons

Defensive Systems: None

Description: This is the standard aerospace fighter of the Goa'uld. The handling and controls are much simplified over those of the Prototype listed above. They form the backbone of air support for Goa'uld ground troops. They are also used to run down enemy small craft. They do not however pack enough of a punch to be much use in capital ship actions. In these actions they are mostly limited to an anti-fighter role. Two Death Gliders taken from Anubus's ship that crashed into the north pacific are in the possession of Stargate Command.

Special Rules: None

F-302 Advanced Interceptor

Unit Cost: 186

Used By: Stargate Command

Size Class: Small

Drive Rating: 10

Initiative Modifier: +2

Weapons: 4 advanced fighter missiles, class one gatling cannon

Defensive Systems: Reactive armour

Other: Hyperspace Window Generator



Description: This is the most advanced fighter system developed by any nation on earth. It is a true aerospace fighter and is designed as one of the earth's primary defenses against attacks from space. Its missiles, while limited in number; give the fighter a substantial standoff attack capability. The gatling cannon is slightly less powerful than a Death Gliders two staff cannons. But its longer range helps maintain the fighters standoff attack capability even after it has expended its missile load. The reactive armour and four drive systems also make this a very effective attack craft.

Special Rules: None (this ship has a hyperspace window generator that can produce a micro jump. This is not factored into the rules or ship cost at this time.)

Other Small Craft

Goa'uld Tel'Tac Cargo Shuttle

Unit Cost: 147

Used By: Goa'uld, Rebel Jaffa and Tok'ra

Size Class: Medium

Drive Rating: 6

Initiative Modifier: 0

Weapons: None

Defensive Systems: Cloak, Energy Shields

Other: Hyperspace Generator, Transport Rings

Description: This small craft is very prevalent amongst the Goa'uld and enemies of the Goa'uld. It is used as both a cargo hauler and scout craft. The Tok'ra especially like this craft. Even though it is unarmed, its cloak and commonness amongst Goa'uld forces, makes it ideal for the stealth type of operations that the Tok'ra run. Besides its cloak the craft is well shielded for something its size. It also processes a set of transport rings and is capable of hyperspace travel.

Special Rules: None

Goa'uld Al'Kesh Medium Range Bomber



Unit Cost: 244

Used By: Goa'uld, possibly Rebel Jaffa

Size Class: Medium

Drive Rating: 6

Initiative Modifier: -1

Weapons: 2 turret mounted class two staff cannons, Energy Bomb Launcher

Defensive Systems: Energy Shields

Other: Hyperspace Generator, Transport Rings

Description: This is the standard heavy attack craft of the Goa'uld. This craft is used for heavy ground attack operations as well as ship-to-ship actions. In addition to these roles, the ship can use its transport rings to land significant numbers of Jaffa warriors. While much larger than a cargo shuttle, it does not appear to have anything more in the way of shielding.

Special Rules: The twin staff cannons are turret mounted and a 360-degree target arc. They may only be fired together at a single target, however they are checked for separately on critical hits.

Capital Ships

Goa'uld Ha'Tak Class Pyramid

Unit Cost: 426

Used By: Goa'uld

Size Class: Capital Ship

Drive Rating: 4

Weapons: No visible external weapons

Defensive Systems: Cloak, Energy Shields

Other: Hyperspace Generator, Transport Rings, 4 Cargo Bays, 2 Fighter Bays





Description: First encountered by the SGC in the service of RA. The Pyramid ship does not seem to have any external weapons. Instead its only combat capability seems to lay in its Death Gliders and other small craft. This ship does not seem to be a primary combat ship of the Goa'uld. Instead it appears to only be used to deal with Goa'uld

controlled slave races or other primitive peoples. Ra used this type of ship as his personal yacht while collecting tribute from the people of Abydos. It is rare to still see this ship in service, however some of Ra's descendants appear to still favor it.

Special Rules: None

Goa'uld Ha'Tak Class Mothership

Unit Cost: 755

Used By: Goa'uld

Size Class: Capital Ship

Drive Rating: 4

Weapons: 8 Class Two Staff Cannons, 8 Class Three Staff Cannons

Defensive Systems: Cloak, Energy Shields

Other: Hyperspace Generator, Transport Rings, 4 Cargo Bays, 2 Fighter Bays



Description: Found in the service of most System Lords, this craft appears to be the replacement for the Pyramid ship above. In appearance it looks as if some sort of collar like structure has been added to a three sided pyramid. All the weapons systems appear to be mounted to this collar. This is the principle heavy combat ship of the Goa'uld. Some System Lords may have a larger flagship (often of a unique design, specific to that Goa'uld), but Ha'Tak Class Motherships appear to make up the bulk of any Goa'uld fleet.

Special Rules: None

Goa'uld Apophis's Flag Ship



Unit Cost:

Used By: Goa'uld

Size Class: Capital Ship

Drive Rating: 4

Weapons: 12 Class Four Staff Cannons, 8 Class Two Staff Cannons, and 8 Class Three Staff Cannons

Defensive Systems: Cloak, Energy Shields

Other: Hyperspace Generator, Transport Rings, 2 Cargo Bays, 2 Fighter Bays

Description: Found in the service of the System Lord Apophis, this craft appears much larger than a Ha'Tak Class Mothership. Unlike the Ha'Tak, it is based on a triangular base rather than a pyramid. But like a Ha'Tak class ship, it has some sort of collar structure mounted around its central body. All the weapons systems appear to be mounted to this collar. And in fact the primary ship-to-ship weapon appears to be an integral part of this collar. The two massive arms on a side of this triangular ship close together and then fire a massive pulse of energy. All the other weapons of this vessel appear to function just like those of the Ha'Tak class that appears to form the basis for this large triangular design.

Special Rules: This is a unique vessel and only one may be in play. The primary heavy weapon consists of the combined firepower of 4 class four staff cannons. The triangular layout of the ship places this weapon in three special firing arcs. All four cannons on a side can only fire at the same single target. Only one group (side) of class four staff cannons may be fired per turn. All other weapons systems work as normal.

Goa'uld Anubis Flag Ship

Unit Cost:

Used By: Goa'uld

Size Class: Capital Ship

Drive Rating:

Weapons:

Defensive Systems: Cloak, Energy Shields

Other: Hyperspace Generator, Transport Rings, ?? Cargo Bays, ?? Fighter Bays

Description: Found in the service of the partially ascended System Lord Anubis, this craft is very different from other Goa'uld capital ships. In part because this ship was designed around a weapons system of almost unlimited power.

For gaming purposes, this version of the ship is either before the completion of Anubis's super weapon, or after the weapons destruction at the hands of SG1.

Special Rules: This is unique vessel and only one may be in play.

Asgard Science Vessel

Unit Cost: 558

Used By: Asgard, possibly Replicators???

Size Class: Capital Ship

Drive Rating: 6

Weapons: 1 Asgard Energy Weapon, 1 Transporter Beam

Defensive Systems: Cloak, Energy Shields

Other: Hyperspace Generator

Description: First observed by SGC personnel, in the service of the out-law Asgard scientist Loki. This ship appears to be able to be operated by a skeletal crew of one. While not intended as a combat vessel it nonetheless has a small offensive capability. However in a combat situation this ship primarily relies on its defensive systems to leave the field of battle rather than to actively engage the enemy. Enforcement of the Protected Planets Treaty, or combating the Replicators, is normally left up to other classes of Asgard vessels.

Special Rules: Replicators scavenge captured vessels for the materials that they need to reproduce. While not affecting the basic functions of the ship, they are limited on the energy available to them.



Therefore they may not use weapons and shields at the same time as the hyper drive. During the turn on which they emerge from hyperspace and the turn prior to entering hyperspace, they may not fire any weapons, nor are the shields functional. In addition, add a Replicator Bomb Icon to the ships control sheet.

Asgard Beliskner Class Mothership

Unit Cost: 1083

Used By: Asgard, Replicators

Size Class: Capital Ship

Drive Rating: 6

Weapons: 3 Asgard Energy Weapon, 3 Transporter Beams

Defensive Systems: Cloak, Energy Shields

Other: Hyperspace Generator

Description: Formerly the primary offensive arm of the Asgard, this vessels is not first and foremost a combat vessel. This craft appears to be the workhorse of the Asgard. It was this class of ship, that on a voyage of exploration that first encountered the Replicators. That being said it still appears to be a match for any two Goa'uld Motherships. Its single weapon appears to be much more powerful then anything the Goa'uld have. And it's Shields are much more effective as well. Against ground forces, it often uses it transporter beams offensively, sending unshielded enemy units, who knows where.

Special Rules: Replicators scavenge captured vessels for the materials that they need to reproduce. While not affecting the basic functions of the ship, they are limited on the energy available to them. Therefore they may not use weapons and shields at the same time as the hyper drive. During the turn on which they emerge from hyperspace and the turn prior to entering hyperspace, they may not fire any weapons, nor are the shields functional. In addition, add a Replicator Bomb Icon to the ships control sheet.

Asgard O'Neill Class Mothership

Unit Cost: 1305

Used By: Asgard

Size Class: Capital Ship

Drive Rating: 6

Weapons: 5 Asgard Energy Weapons, 4
Transporter Beams

Defensive Systems: Cloak, Energy Shields,
Advanced Hull Armour

Other: Hyperspace Generator

Description: Built in response to the Replicator advance on the Asgard home system, the O'Neill class is the first dedicated Asgard combat vessel. These ships are the most advanced Asgard vessels to date. Even Anubis backed down when faced with this Asgard threat. However against the Replicators these ships were only able to fight a delaying action. It is unknown if this was because of Replicator technology or numbers.

Special Rules: These are the only ships in the game with both shields and armour. Apply damage first to the shields, then to the armour and then to the damage track.

X-303 Prototype Capital Ship, "Prometheus"

Unit Cost: 800

Used By: Stargate Command

Size Class: Capital Ship

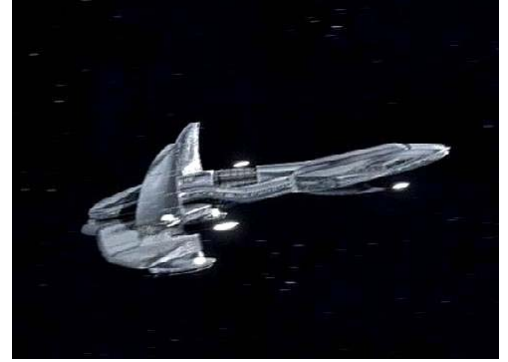
Drive Rating: 4

Weapons: 1 Asgard Energy Weapon, 6 Capital
Ship Missile Launchers, 6 Class Two Gatling
Cannons

Defensive Systems: Asgard Energy Shields

Other: Hyperspace Generator, 1 Fighter Bay,
Transport Rings

Description: Built in a highly compartmentalized and modular fashion, this is one tough little ship. Designed and built on earth. This ship uses advanced technology reverse



engineered from crashed alien vessels. Originally this craft did not have advanced shields or an Asgard energy weapon. Commander Thor oversaw the installation of those, in gratitude for SG1's aid in dealing with the Replicator threat. Also installed at that time, was an Asgard transport beam. But, without Asgard sensors it cannot be used offensively and thus is not shown on the control sheet to avoid confusion during play. This ship was originally designed as a counter measure to Goa'uld Motherships. It now appears to be a something more.

Special Rules: At this time this is unique vessel and only one may be in play.

SGC Combat Carrier, “Daedalus”

Unit Cost:

Used By: Stargate Command

Size Class: Capital Ship

Drive Rating: 4

Weapons: 6 Capital Ship Missile Launchers,
10 Rail Guns

Defensive Systems: Asgard Energy Shields

Other: Hyperspace Generator, 2 Fighter Bays, Asgard Transporter beam, and Transport Rings

Description: Built in a highly compartmentalized and modular fashion, this is the SGC’s most powerful ship. Designed and built on earth, this ship is follow up to the Prometheus prototype. However, unlike the Prometheus, the Daedalus was design to incorporate advanced technology from the beginning. As such, it has superior shields and Asgard sensors. It is these sensors that allow it to fully employ the Asgard transport beam. The rail guns are also an improvement on the older style Gatling cannons of its sister ship. The Daedalus also has two fighter bays. But it appears to keep all its fighters in just one. The second bay only appears to be used to speed the recovery of fighters.



The Daedalus it's self operates, in both our galaxy and the Pegasus galaxy. So currently it is the only SGC vessel that exists

both in the main game and the Stargate Atlantis game (appendix C). However late in season nine of Stargate SG1, two sister ships to the Daedalus enter service. The Odyssey, crewed by US Air Force personnel, and the Korolev, crewed by Russian personnel.

Special Rules: At this time only two vessels of this class have ever been in service and in the same galaxy at one time. Only one fighter group may be carried on board. The second fighter bay is only to recover fighters in case of battle damage to the first.

Replicator Warship

Unit Cost:

Used By: Replicators

Size Class: Capital Ship

Drive Rating: 6

Weapons: 4 Replicator Energy Weapons, Replicator Bomb launcher

Defensive Systems: Energy Shields, Distributed Systems (see special rules)

Other: Hyperspace Generator

Description: Constructed entirely of Replicator blocks, this ship looks a great deal like a standard Replicator. However, it only has six legs instead of the eight of a standard Replicator.

The Replicator Warship is used by the Replicators to land Replicators and launch planetary takeovers. It is also used in fleet actions. Its primary attack tactic is to launch Replicators to take over enemy ships. Its other weapons are used to take out a target shields and to defend it's self while a takeover takes place. In general, Replicator ships do not try to takeover small craft. Rather it try to destroy small craft while attempting to take over capital ships.

Special Rules: The icons on the ship control sheet do not represent actual systems. Rather they represent the ships capabilities. Pure Replicator ships do not make critical hit checks. Constructed entirely of Replicator blocks, the ships systems are distributed over the whole vessel. Damage weakens the bonds between the blocks. Once enough damage is reached the entire vessel falls to pieces. Given enough time the pieces can



reform. Or if the pieces enter a planetary atmosphere, then Replicators will form and the planetary take over will begin. In this way a Replicator fleet cannot be completely defeated. However, that is outside the realm of this game. The temporary destruction of a Replicator fleet is sufficient for the victory conditions of this miniatures game.

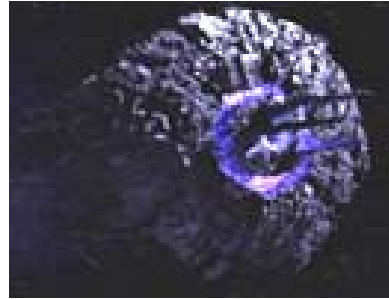
Replicator Cruiser

Unit Cost:

Used By: Replicators

Size Class: Capital Ship

Drive Rating: 6



Weapons: 5 Replicator Energy Weapons, 2 Replicator Bomb launchers

Defensive Systems: Energy Shields, Distributed Systems (see special rules)

Other: Hyperspace Generator

Description:

Special Rules: The icons on the ship control sheet do not represent actual systems. Rather they represent the ships capabilities. Pure Replicator ships do not make critical hit checks. Constructed entirely of Replicator blocks, the ships systems are distributed over the whole vessel. Damage weakens the bonds between the blocks. Once enough damage is reached the entire vessel falls to pieces.

Replicator (Unknown Alien Ship)

Unit Cost:

Used By: Replicators

Size Class: Capital Ship

Drive Rating: 4

Weapons: 3 Replicator Energy Weapons, 1 Replicator Bomb launchers, 2 Class Two Pulse Cannons

Defensive Systems: Energy Shields

Other: Hyperspace Generator

Description: These ships may represent the only remains of some alien race overrun by the Replicators. Clearly a warship design and not an exploration vessel, these ships formed the backbone of the Replicator fleet until the Replicators encountered the Asgard. First observed by SG1, outside the Galaxy, and observed by SG1 again in space near the Asgard home world.



Special Rules: Replicators scavenge captured vessels for the materials that they need to reproduce. While not affecting the basic functions of the ship, they are limited on the energy available to them. Therefore they may not use weapons and shields at the same time as the hyper drive. During the turn on which they emerge from hyperspace and the turn prior to entering hyperspace, they may not fire any weapons, nor are the shields functional.

Ori Combat Vessel

Unit Cost:

Used By: The Ori

Size Class: Capital Ship

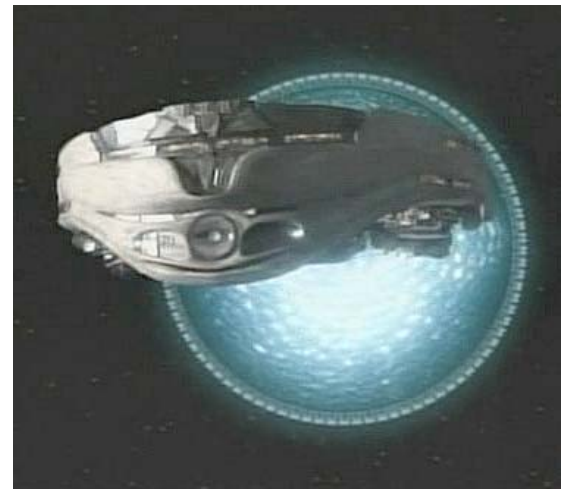
Drive Rating: 4

Weapons: 3 Ori Beam Weapon, 8 Class Two Pulse Cannons, 8 Class Three Pulse Cannons

Defensive Systems: Energy Shields

Other: Hyperspace Generator, Remote dialing device (only usable on super gates)

Description: Massive ships with an unknown power source, four Ori vessels established a beachhead in our galaxy against a combined fleet of the Asgard, Free Jaffa, Lucian Alliance and SGC vessels. These ships appear to function both as combat vessels and troop carriers for the Ori



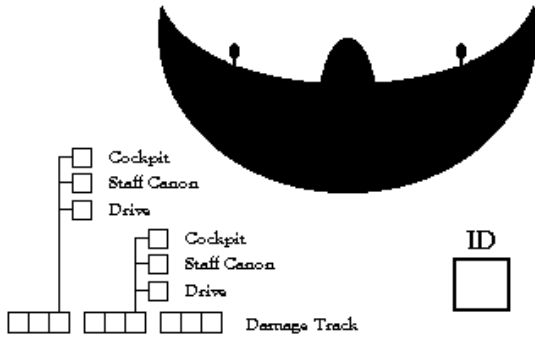
invasion forces. While the power source is unknown, it most likely is powered directly by the Ori in some way. Else a Prophet would not have been required to activate each ship.

Special Rules: None as of yet

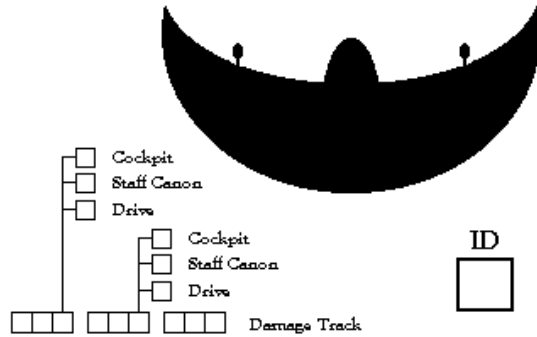


Appendix 'A'; Ship Control Sheets

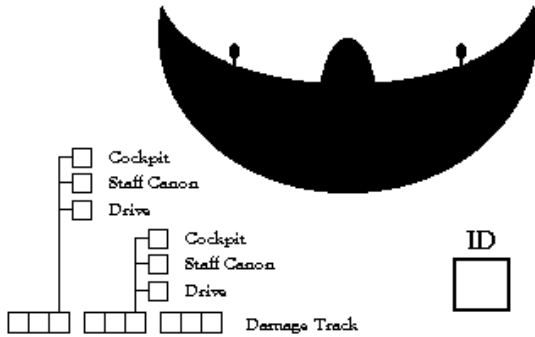
Goa'uld Death Glider



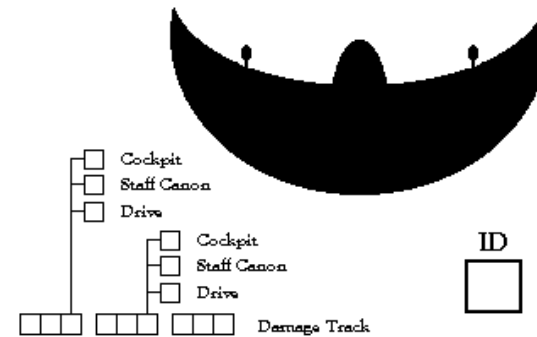
Goa'uld Death Glider



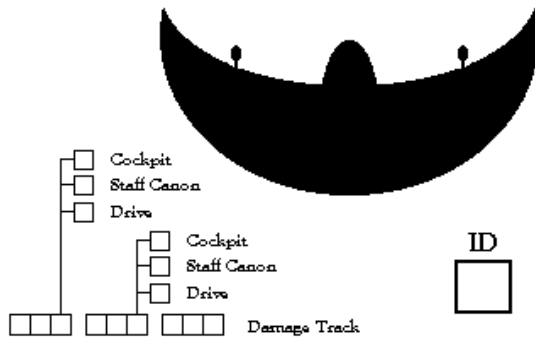
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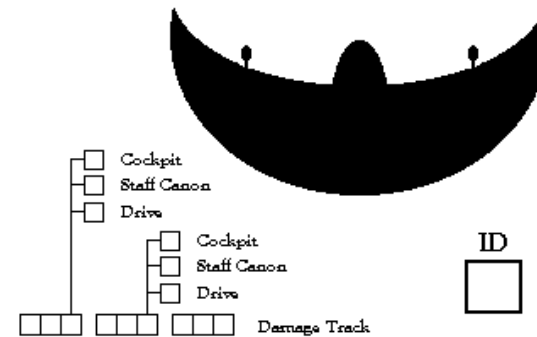
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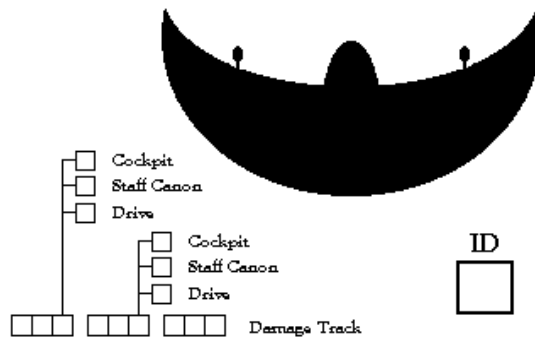
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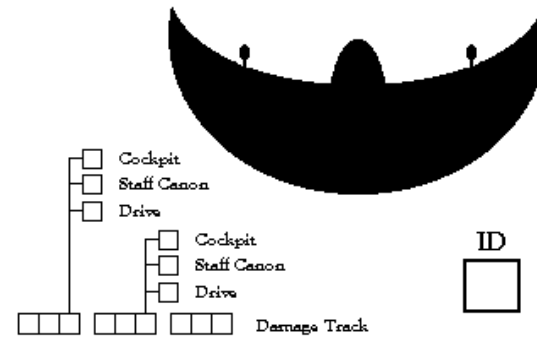
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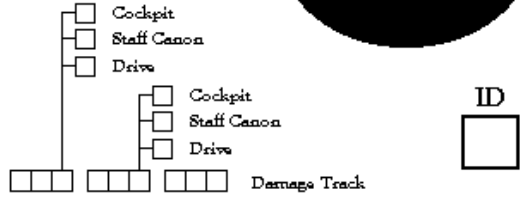
Goa'uld Death Glider



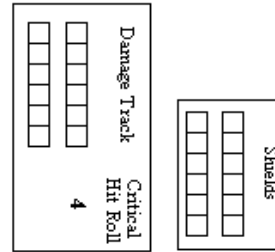
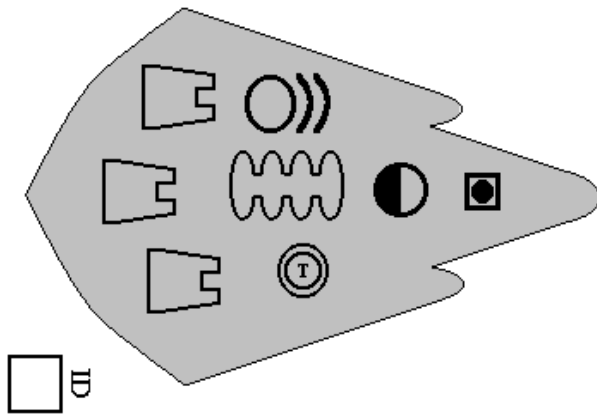
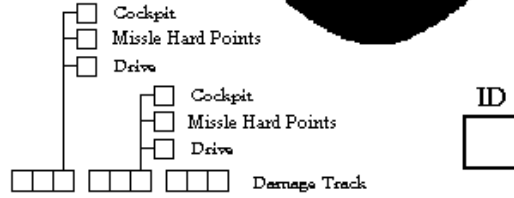
Goa'uld Death Glider



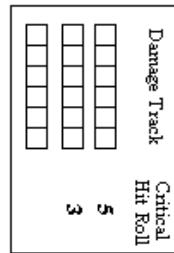
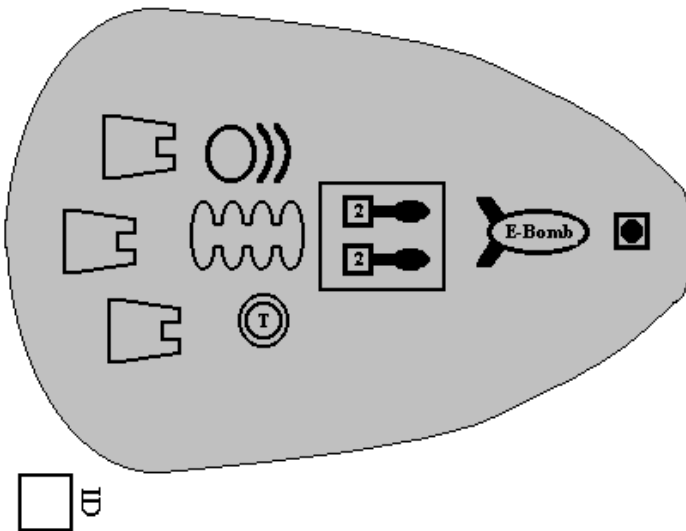
*Goa'uld
Prototype
Death Glider*



F-301 Prototype Advanced Interceptor



Goa'uld Tel'Tac Cargo Shuttle

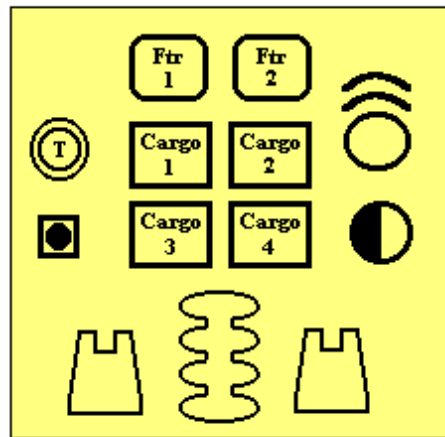


Special Rules
The two, class two staff cannons are turret mounted. They have a 360 degree firing arc. They must engage the same target. But they roll for critical hits separately.

*Goa'uld Al'Kesh
Mid Range Attack Bomber*

Goa'uld Ha'Tak Class Pyramid Ship

Shields	Damage Track	Critical Hit Roll
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	5
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

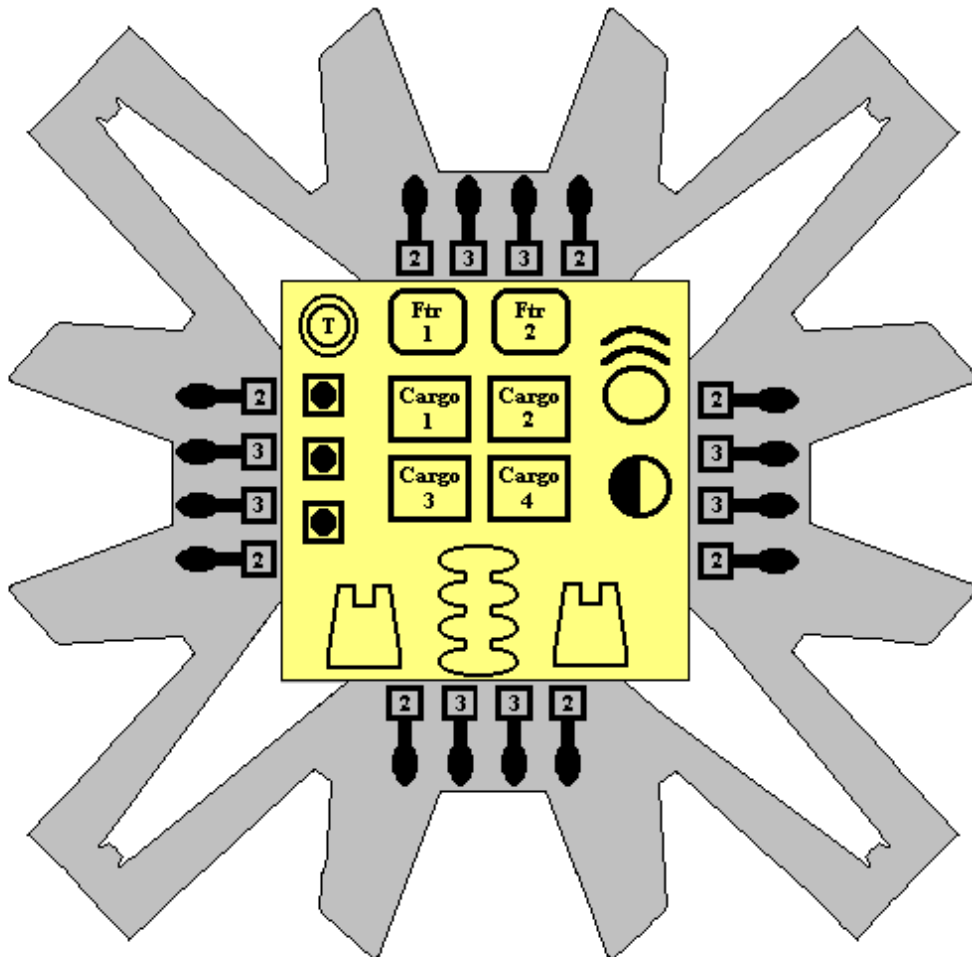


ID

Goa'uld Ha'Tak Class Pyramid Ship

Shields

Damage Track	Critical Hit Roll
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<input type="checkbox"/>	5
<input type="checkbox"/>	3
<input type="checkbox"/>	2
<input type="checkbox"/>	

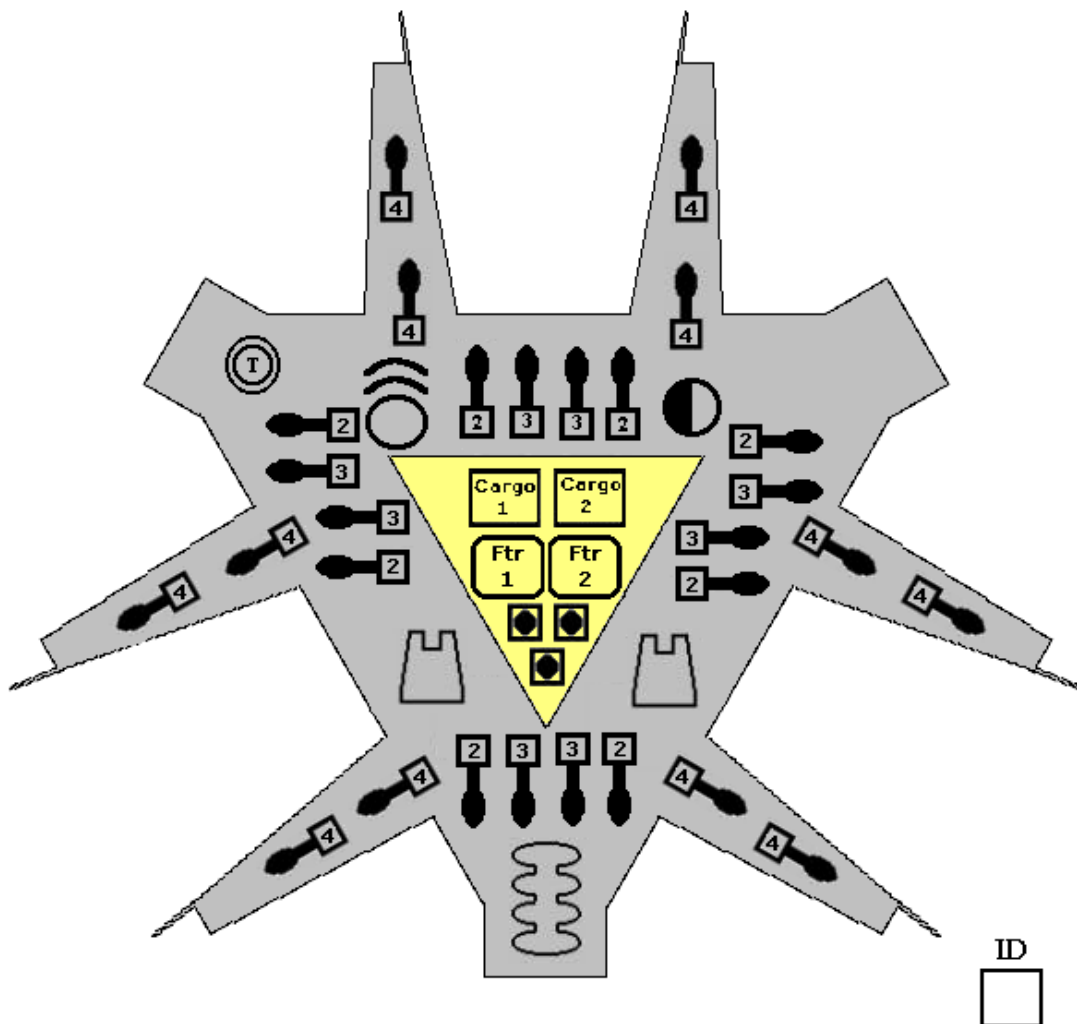


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Goa'uld
Apophis's Flag Ship

Shields									
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

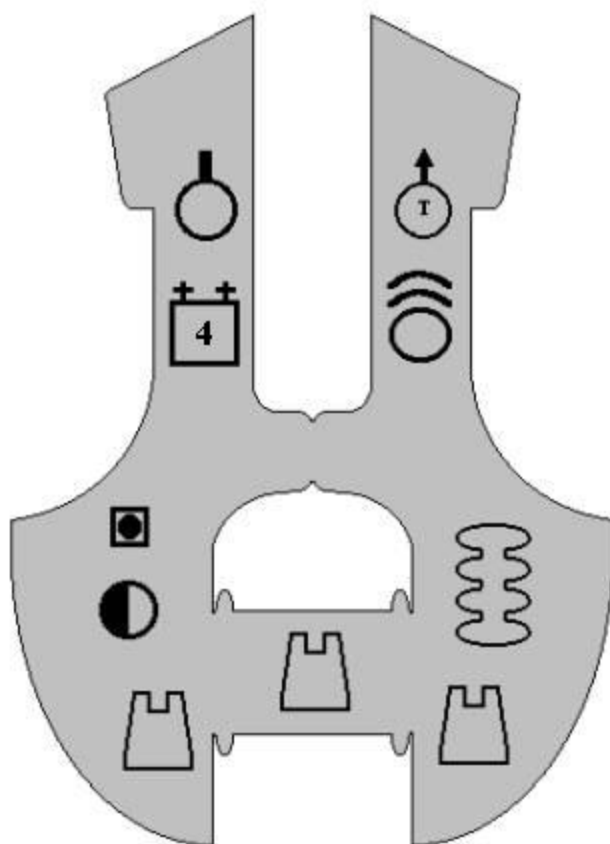
Damage Track	Critical Hit Roll
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<input type="checkbox"/>	4
<input type="checkbox"/>	



Asgard Science Vessel

Shields
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<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

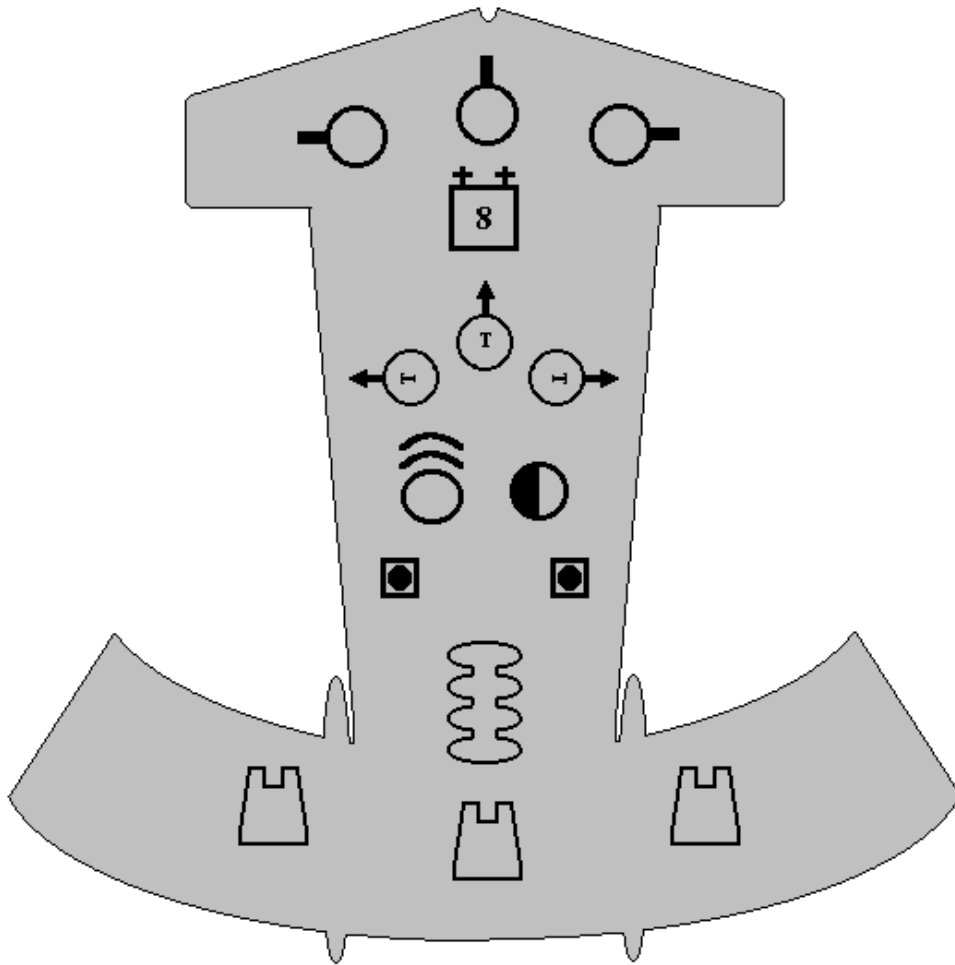
Damage Track	Critical Hit Roll
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<input type="checkbox"/>	3
<input type="checkbox"/>	



Asgard
Beliskner Class Mothership

Shields

Damage Track	Critical Hit Roll
	6
	5
	4
	3



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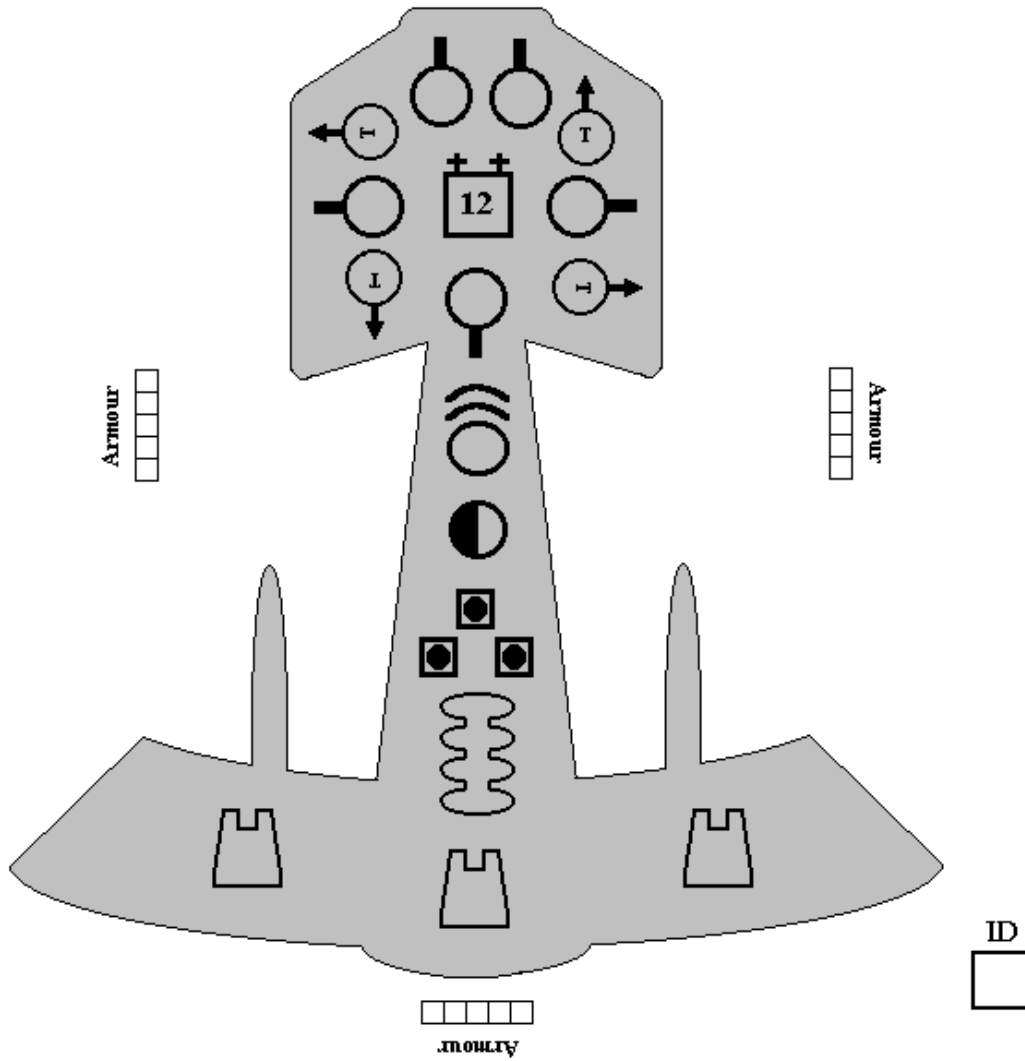
Asgard O'Neill Class Mothership

Shields

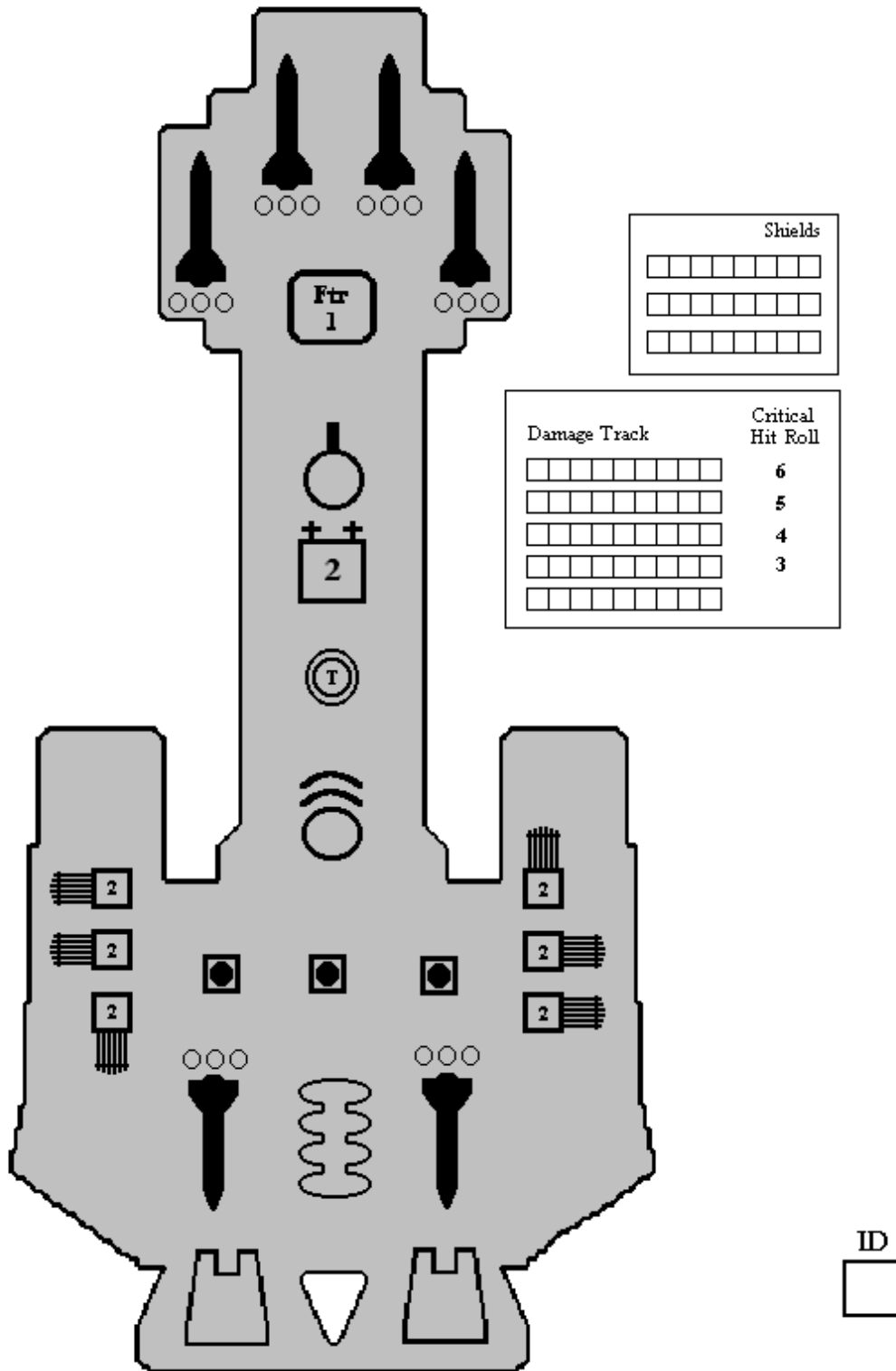
Damage Track	Critical Hit Roll															
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Armour

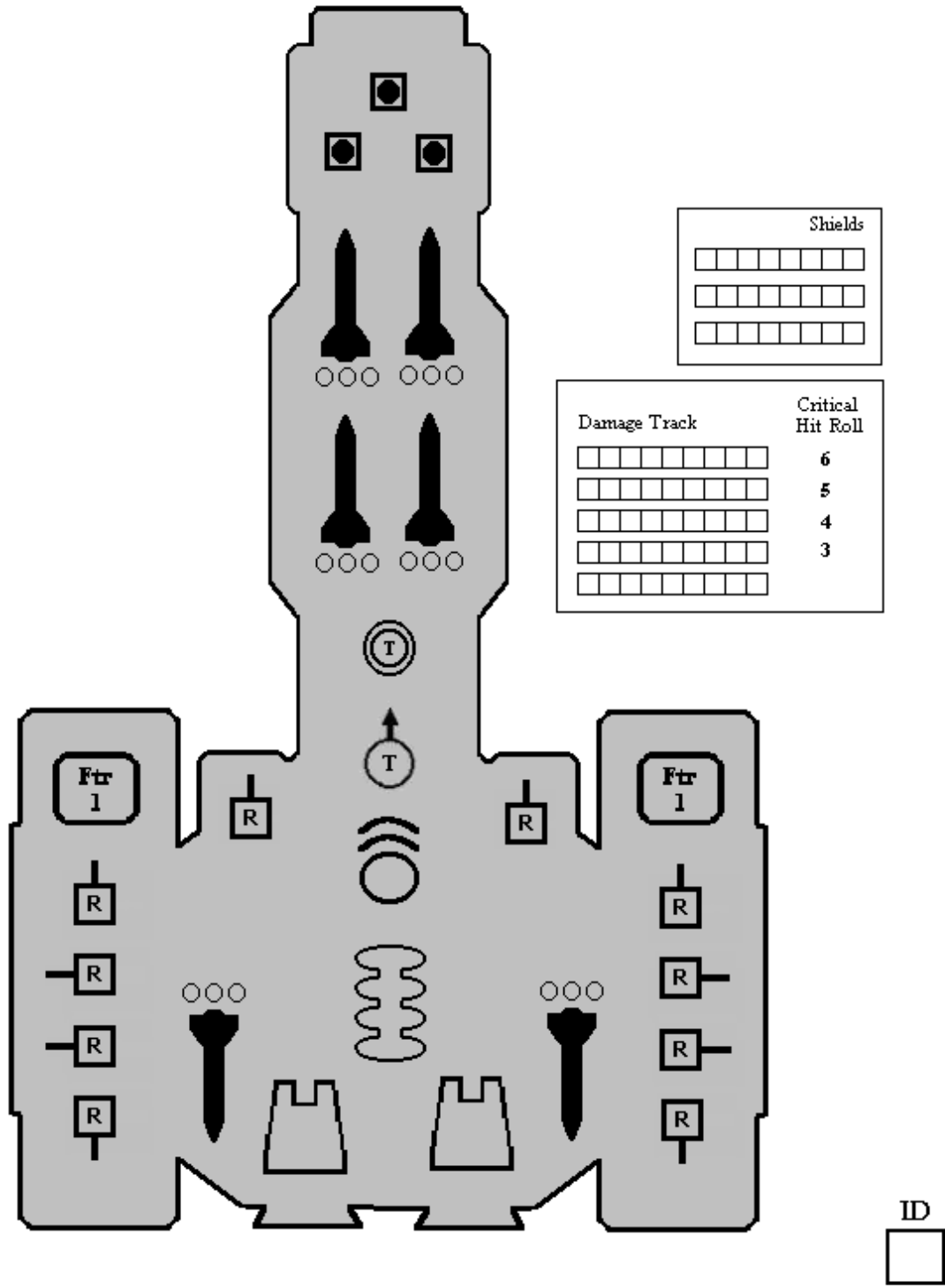
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**X-303/ BC303 Prototype Capital Ship
"Prometheus"**



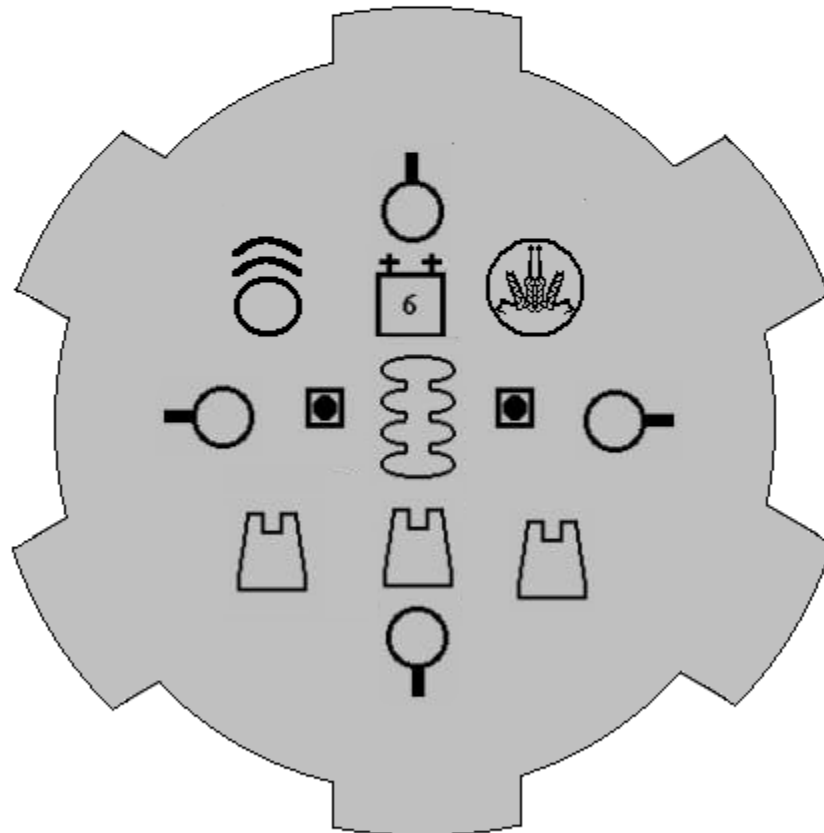
BC303 Capital Ship
"Daedalus"



Replicator Warship

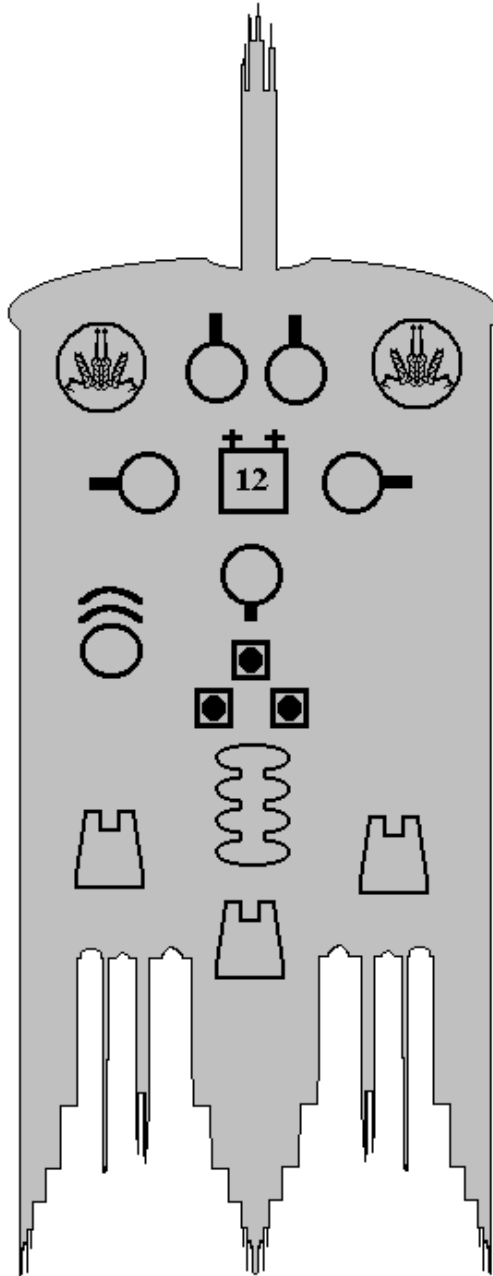
Shields

Damage Track



ID

Replicator Cruiser



Shields

Damage Track

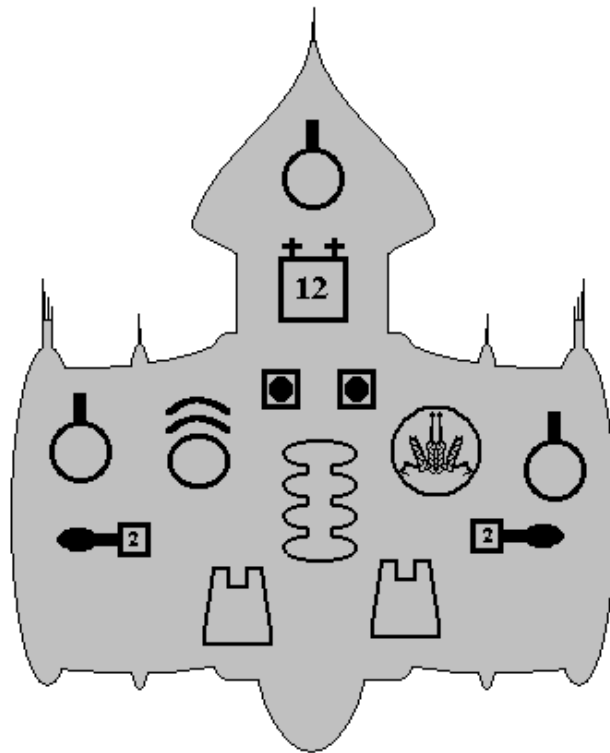
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**Replicator
Unknown Alien Cruiser**










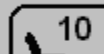
















Shields									
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Damage Track	Critical Hit Roll
<input type="checkbox"/>	6
<input type="checkbox"/>	5
<input type="checkbox"/>	4
<input type="checkbox"/>	3



ID

Appendix 'B'; Ships Systems Icons

(Weapons Systems)					
	1	Pulse Cannons or Goa'uld Staff Cannons		Replicator Bomb	
	2		Gateling Cannon		Goa'uld Energy Bomb Launcher
	3			Rail Gun	
	4		Advanced Capital Ship Missile Launcher		
	2	Beam or Asgard Energy Weapon			Drone Command Interface
	R		Beam or Asgard Energy Capacitor		
					
					
					
(Defensive Systems)					
		Shield Generator		Cloak	
(Misc. Ships Systems)					
		Asgard Transport Beam			
		Goa'uld Transport Rings			
		Wraith Transport (culling) Beam			
		Fire Control Icon			
		Fighter Bay			
		Cargo Bay			
		Sublight Drive System			
		Hyperspace Drive System			

Appendix ‘C’; Stargate Atlantis

Introduction

Produced coinciding with season eight of Stargate SG1 was season one of a new series, Stargate Atlantis. While this series shared one premise with such turkeys as Lost in Space and Star Trek Voyager (that is being trapped far, far away from home, in a alien galaxy). Stargate Atlantis does stand on it’s own in story telling and productions values.

To that end I have decided to add the limited ship-to-ship combat seen in that series (two whole small craft) to these rules. Because, small though it may be, the space combat actions portrayed in this new show are very intense.

Near the end of season one, we get to see the combat effectiveness of two new capital ships, both belonging to a race called the Wraith. And in the very first episode of season two, we get to see a new SGC capital ship, the Daedalus. And we may safely assume, that like it’s sister ship the Prometheus, it carries a number of the SCG’s fighter craft, the X-302.

Notes on Game Balance

The ships of the Wraith and the Ancients, evolved over the centuries ago, to be used against each other. While the same design and point cost rules have been applied to these ships, introduction of these ships to those in the main game could result in very unbalanced play. The most notable game balance issue would be the introduction of the Ancients Drone Weapon (more on this later in these rules).

Premise

In the on going search to find advanced technology with which to protect earth, a multi national team is sent first to an Ancients outpost in the Antarctic and then to the Lost City of the Ancients, which is located in the far away Pegasus galaxy. The team sent must find an energy source to power the trip back to earth. In the process they wake up the Wraiths, an enemy that was strong enough to force the ascension the remaining Ancients. The Wraiths feed on life energy and find humans (and we assume Ancients) particularly tasty. So the teams of Stargate Atlantis must fight off the Wraiths and at the same time prevent them from finding the way to earth. All that, while the team searches for an energy source that will allow them to return home, with the technology of the Ancients in tow.

New Weapons Systems

The Wraith use a pulse cannon that is basically a scaled up pulse rifle including the stun capability for use against ground targets when culling. For gaming purposes it uses the same rules as Goa’uld staff cannons. The stun capability has no game purpose other then a reason to destroy the Wraith ship before it can be used against human targets.

However the Puddle jumpers found by the Stargate Atlantis team use completely new weapons system. They are armed with Ancient Drone Weapons. It is these weapons that are not to be used with the ships of the Stargate SG1 series. The drone weapons are a fire and forget, friend-or-foe missile system that almost never misses. Against small and medium sized craft the drones are extremely effective. And in large numbers the drones can quickly reduce even the largest capital ship to rubble. The difference in how powerful the different Ancients weapons systems are, lie in how many drones each system can deliver to the target.

Ancient Drone Weapons for Small Craft

On the Puddle Jumper control sheet, each drone icon stands for a single drone weapon. The rate of fire for a Puddle Jumper is one drone per turn. When checking for damaged systems, each remaining drone icon rolls as a separate system. Cross off drone icons as they are fired.



Each drone has a range 20 MU, a forward facing fire arc, ignore shields and does two dice of damage. To fire a drone, first announce the target, and then check range and arc (if the target is out of range or out of arc cross off the drone with no damage done to the target). If the target is in firing arc and in range roll two six sided dice (2D6). Any dice that scores a one has no effect. For all other dice scores, the number of points scored is the amount of damage done.

Ancient Drone Weapons for Capital Ships and City Ships

Ancient warships and city ships and outposts, handle drone weapons in the same way. The Drone Weapons system actually consists of two separate subsystems, Drone Storage and Drone control. Drone control on city ships and in outposts consists of a command chair. We can only assume some similar interface exists on warships (much like the pilot interface on puddle jumpers). Drones are stored in a separate area until they are needed. Drones once activated by the Control Interface power up and fly them selves out of storage and out of the ship proper to engage the enemy. The power needed to activate the Drones comes from the Drone Control Interface. How much power the interface has access to and can handle control how many Drones the interface can activate in a single turn.

Unlike other weapons systems, capital ship and city ship Drones, do not require the use of a Fire Control icon. The Drone Control icon will contain a number that represents how many drones it may launch, in a single turn. The number of targets that can be engaged is equal to the number of drones that are launched. Each Drone Control Interface Icon requires two critical hits to be destroyed. On the first hit, it is damaged, and the number of Drones it can activate per turn is reduced by half.

The Drone storage icon will contain a number that represents the total number of Drones a ship starts the game with. Each Drone that is launched reduces this inventory by one and must be recorded each turn, along with the remaining Drones available. The

Drone storage icons requires two hits to be destroyed. On the first hit, it is damaged and the total remain Drones is reduced by half. Inactivated Drones destroyed by a critical hit do not “cook-off” and further damage the ship in any way.

Each drone has a range 20 MU, ignores shields and does two dice of damage. Capital ship, city ship and outpost drone control systems ignore firing arcs. To fire drones, first announce the number of drones launched. Next announce the target or targets (up to the number of drones launched), and announce how many drones will be fired at each target. Then check the range to each target (if a target is out of range cross off the drones as used against it, with no damage done to the target). If the target is in range roll two six sided dice (2D6) for each drone launched. Any dice that scores a one has no effect. For all other dice scores, the number of points scored is the amount of damage done.

Small Craft

Puddle Jumper (Ancient’s Gate Ship)

Unit Cost: 426

Used By: Stargate Atlantis

Size Class: Medium

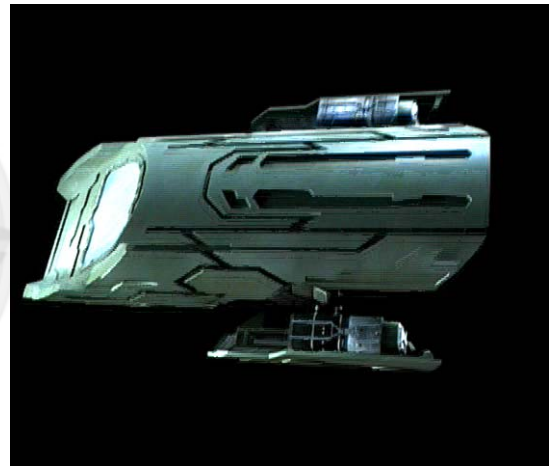
Drive Rating: 8

Initiative Modifier: 0

Weapons: 6 Ancient Drone Weapons

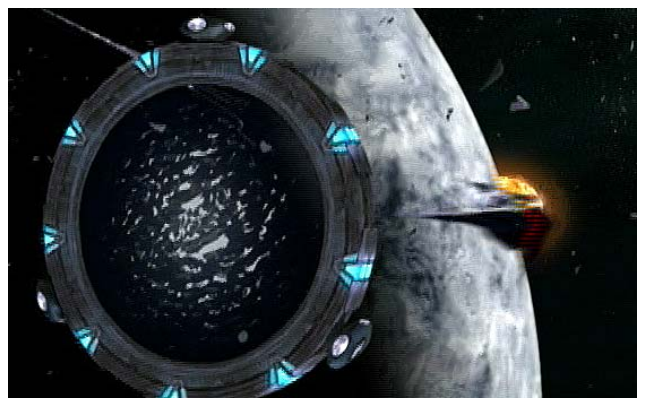
Defensive Systems: Cloak

Other: Remote Dial Home Device



First discovered and flown by Major John Sheppard, the Puddle Jumper is the primary means of exploration for the teams of Stargate Atlantis. It more of an armed shuttle than a fighter craft, but its armament, speed and maneuverability make it a match any small group of Wraith Darts. Its cloak also makes it perfect for scouting and surveillance. And while equipped with powerful drone weapons, the Puddle Jumper only has limited ammunition. And frequently outnumbered, a stealthy escape is more likely the order of the day, rather than a toe-to-toe fight.

Wraith Dart (HeavyFighter)



Unit Cost: 113

Used By: Wraith Hive

Size Class: Small

Drive Rating: 8

Initiative Modifier: +1

Weapons: 2 Class One Wraith Pulse Cannons

Defensive Systems: None

Other: Remote Dial Home Device, Transport (Culling) Beam.

The Dart is a heavy interceptor craft piloted by a single Wraith. Though the exact numbers unknown, prisoners or Wraith troops can be carried in the energy matrix of the transporter beam. The dart is just as fast as a Puddle Jumper but more maneuverable. Like the Puddle Jumper it has no hyper drive and flies through active Stargates for travel from world to world. Darts discharge the same blue paralyzing beams as that of standard Wraith rifles and use this along with their transport beam on culling missions.



Wraith Scout (Transport)

Unit Cost:

Used By: Wraith Hive

Size Class: Medium

Drive Rating: 8

Initiative Modifier: 0

Weapons: None

Defensive Systems: None

Other: None



While designated a scout ship, the Wraith also use this small craft as an unarmed transport. Wraith Hive ships each represent a Wraith colony. Each colony with it's own queen. During times of plenty this does not represent a problem. However the by waking the Wraith from Hibernation early, the Atlantis team have caused a shortage of human food for the Wraith. This has resulted in a Wraith civil war. And as such, Wraith Hive ships will not tolerate the approach of armed small craft from another Hive. Even from an allied Hive Ship. So these scouts have been pressed into service for diplomatic missions amongst the Wraith.

Beyond that roll it is assumed that these ships have more extensive Wraith sensor suites then do Wraith Darts. The Wraith Scout does not have a hyper drive, and it appears too large to fly through a Stargate.

F-302 Advanced Interceptor

Unit Cost: 186

Used By: Stargate Command

Size Class: Small

Drive Rating: 10

Initiative Modifier: +2

Weapons: 4 advanced fighter missiles, class one Gatling cannon



Defensive Systems: Reactive armour

Other: Hyperspace Window Generator

Description: This is the most advanced fighter system developed by any nation on earth. It is a true aerospace fighter and is designed as one of the earth's primary defenses against attacks from space. Its missiles, while limited in number; give the fighter a substantial standoff attack capability. The Gatling cannon is slightly less powerful than a Death Gliders two staff cannons. But its longer range helps maintain the fighters standoff attack capability even after it has expended its missile load. The reactive armour and four drive systems also make this a very effective attack craft.

Special Rules: None (this ship has a hyperspace window generator that can produce a micro jump. This is not factored into the rules or ship cost at this time.)

Capitol Ships

“Daedalus”

Unit Cost:

Used By: Stargate Command

Size Class: Capital Ship

Drive Rating: 4

Weapons: 6 Capital Ship Missile Launchers, 8 Rail Guns

Defensive Systems: Asgard Energy Shields

Other: Hyperspace Generator, 2 Fighter Bays, Asgard Transporter beam, and Transport Rings

Description: Built in a highly compartmentalized and modular fashion, this is the SGC's most powerful ship. Designed and built on earth, this ship is the sister ship to the Prometheus. However, unlike the Prometheus, the Daedalus was design to incorporate advanced technology from the beginning. As such, it has superior shields and Asgard sensors. It is these sensors that allow it to fully employ the Asgard transport beam. The rail guns are also an improvement on the older style Gatling cannons of its sister ship. The Daedalus also has two fighter bays. But it appears to



keep all its fighters in just one. The second bay only appears to be used to speed the recovery of fighters.

The Daedalus makes frequent trips between Earth and Atlantis. As such it and its fighters are only ships to exist in both the Stargate Atlantis section (appendix C) and the main game.

Special Rules: At this time this is unique vessel and only one may be in play. Only one fighter group may be carried on board. The second fighter is only to recover fighters in case of battle damage to the first.

Wraith Heavy Cruiser

Unit Cost:

Used By: Wraith

Size Class: Capital Ship

Drive Rating: 4

Weapons: 5 Class Two Wraith Pulse Cannons, 2 Class Three Wraith Pulse Cannons

Defensive Systems: Transport Sensor Jamming Technology

Other: Wraith Hyperspace Generator, Transport (Culling) Beam

Description: While called a heavy cruiser, this ship actually only plays a supporting role in Wraith fleets. A single Hive ship may have several of these cruisers acting as an escort. And in the roll of an escort cruiser, this ship performs well. The primary armaments are its pulse cannons, rather than the fighters that the Hive ships rely on. It can also act as a troop transport.

Wraith technology appears to lag behind that of the Ancients and even somewhat behind the Asgard and thus the SGC. Wraith vessels do not appear to have any sort of shielding. The Wraith also appear to be unable to easily adapt their organic technology to perform new rolls. Wraith weapons systems do not appear to have evolved at all over centuries of use. And the weapons systems appear to be very bulky. Wraith capital ships rely on that sheer bulk and overwhelming numbers for their primary defenses. Wraith and Ancient hyperspace generators appear to be far less advanced than the Asgard supplied hyperspace

technology of the SGC. As such Wraith fleets traveling in hyperspace, move much slower and must make frequent stops. The Wraith often plan these stops around opportunities to cull and feed on human populations.

Wraith Hive Ship

Unit Cost:

Used By: Wraith

Size Class: Capital Ship

Drive Rating: 4

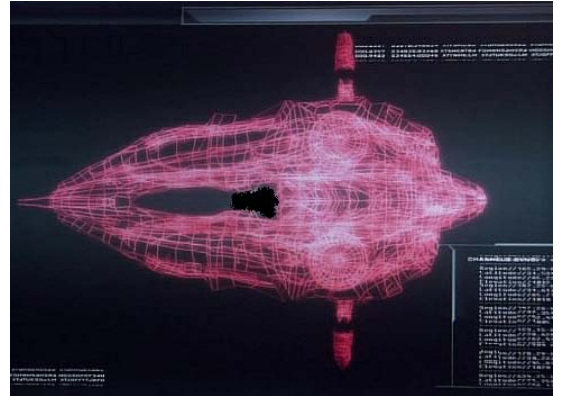
Weapons: 13 Class Two Wraith Pulse Cannons, 2 Class Three Pulse Cannons

Defensive Systems: Transport Sensor Jamming Technology

Other: 10 Fighter Bays, Wraith Hyperspace Generator

Description: Wraith Hive Ships are big. It is best to think of each Hive Ship as a colony of the Wraith race. There are only 21 Hive Ships in the Pegasus Galaxy and 60 Hive Ships total. So the destruction of only one Hive ship, should be seen as a major undertaking.

The Wraith Hive Ships along with their escorts forms the backbone of any Wraith fleet. The Hive ship acts as both a carrier and command ship. Its primary weapons are its massive number of fighters. Its pulse cannons are used for defense against enemy fighters and close in fighting with enemy capital ships. It's forward pulse cannons are designed for long-range offense and planetary bombardment. It's banks of class two pulse cannons server as an anti fighter defense and punishing short-range broadsides. The Wraith Hive ship is perhaps the most powerful adversary in the game. It is the only true carrier vessel in the game. As with all Wraith capital ships, it is fitted with a Wraith Hyperspace Generator.



Orion (Ancient War Ship)

Unit Cost:

Used By: Stargate Atlantis



Size Class: Capital Ship

Drive Rating: 4

Weapons: Ancient Drone Weapons, Ancient Beam Weapon?

Defensive Systems: Energy Shields

Other: Ancient Hyperspace Generator

Description: Sister ship to the Aurora, The Orion was originally named after an Ancient General. The ship was renamed the Orion, by Col. John Shepard. The Orion was found in a hanger at an Ancient out-post powered by thermal energy from a dormant super volcano. When the super volcano erupted, the Orion's shields and inertial dampeners were able to protect the Orion from the incredible heat and pressure for 4.2 seconds. Long enough for Dr Rodney McKay to engage the repaired hyper drive to move the Orion from the middle of the eruption column into planetary orbit.

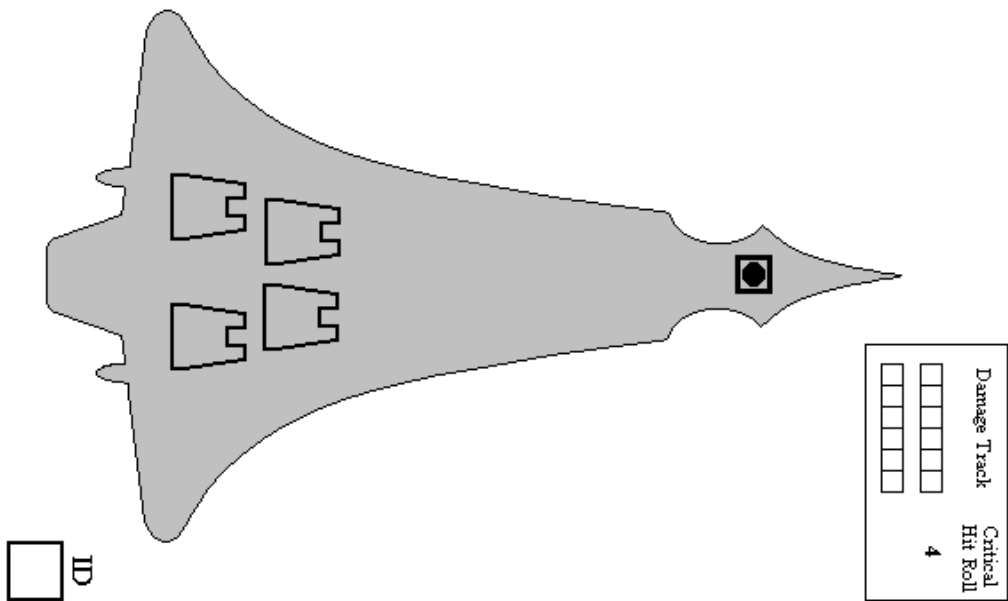
Orion has yet to see combat on screen. It remains just outside of sensor range from Atlantis while technical teams from Atlantis are repairing it.

Special Rules: This ship remains untested. As such it may not reflect what will eventually appear on screen and is subject to redesign at any time.

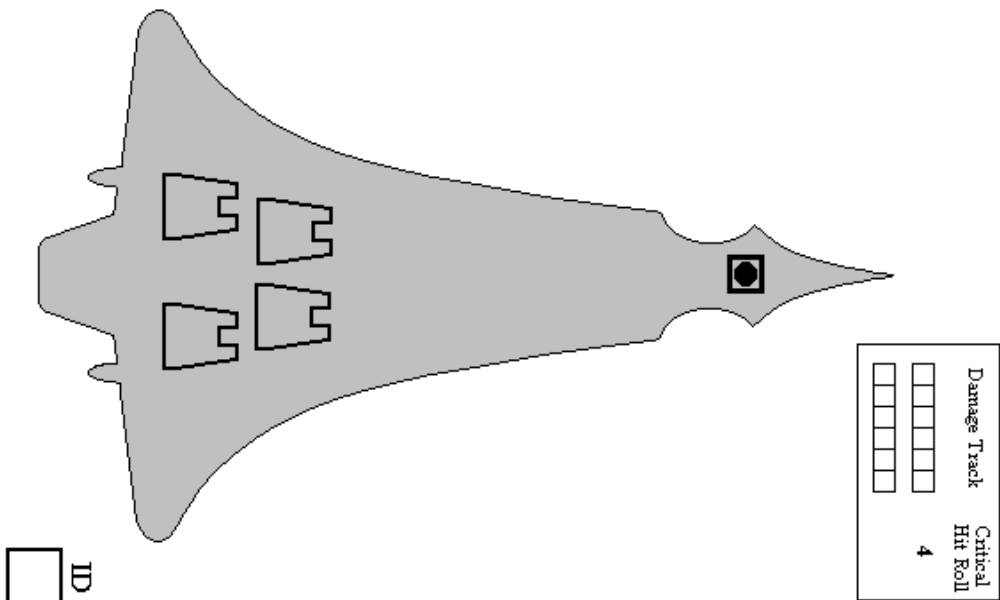
Appendix 'D'; Atlantis Expansion Ship Control Sheets

<p>Wraith Dart (Heavy Fighter)</p> <ul style="list-style-type: none"> <input type="checkbox"/> Transport (Culling) Beam <input type="checkbox"/> Remote D.H.D. <input type="checkbox"/> Drive <ul style="list-style-type: none"> <input type="checkbox"/> Cockpit <input type="checkbox"/> Pulse Cannon <input type="checkbox"/> (No Critical Hit) <ul style="list-style-type: none"> <input type="checkbox"/> Cockpit <input type="checkbox"/> Pulse Cannon <input type="checkbox"/> Drive <p style="text-align: right;">ID <input type="checkbox"/></p> <p style="text-align: right;">Damage Track</p>	<p>Wraith Dart (Heavy Fighter)</p> <ul style="list-style-type: none"> <input type="checkbox"/> Transport (Culling) Beam <input type="checkbox"/> Remote D.H.D. <input type="checkbox"/> Drive <ul style="list-style-type: none"> <input type="checkbox"/> Cockpit <input type="checkbox"/> Pulse Cannon <input type="checkbox"/> (No Critical Hit) <ul style="list-style-type: none"> <input type="checkbox"/> Cockpit <input type="checkbox"/> Pulse Cannon <input type="checkbox"/> Drive <p style="text-align: right;">ID <input type="checkbox"/></p> <p style="text-align: right;">Damage Track</p>
<p>Wraith Dart (Heavy Fighter)</p> <ul style="list-style-type: none"> <input type="checkbox"/> Transport (Culling) Beam <input type="checkbox"/> Remote D.H.D. <input type="checkbox"/> Drive <ul style="list-style-type: none"> <input type="checkbox"/> Cockpit <input type="checkbox"/> Pulse Cannon <input type="checkbox"/> (No Critical Hit) <ul style="list-style-type: none"> <input type="checkbox"/> Cockpit <input type="checkbox"/> Pulse Cannon <input type="checkbox"/> Drive <p style="text-align: right;">ID <input type="checkbox"/></p> <p style="text-align: right;">Damage Track</p>	<p>Wraith Dart (Heavy Fighter)</p> <ul style="list-style-type: none"> <input type="checkbox"/> Transport (Culling) Beam <input type="checkbox"/> Remote D.H.D. <input type="checkbox"/> Drive <ul style="list-style-type: none"> <input type="checkbox"/> Cockpit <input type="checkbox"/> Pulse Cannon <input type="checkbox"/> (No Critical Hit) <ul style="list-style-type: none"> <input type="checkbox"/> Cockpit <input type="checkbox"/> Pulse Cannon <input type="checkbox"/> Drive <p style="text-align: right;">ID <input type="checkbox"/></p> <p style="text-align: right;">Damage Track</p>
<p>Wraith Dart (Heavy Fighter)</p> <ul style="list-style-type: none"> <input type="checkbox"/> Transport (Culling) Beam <input type="checkbox"/> Remote D.H.D. <input type="checkbox"/> Drive <ul style="list-style-type: none"> <input type="checkbox"/> Cockpit <input type="checkbox"/> Pulse Cannon <input type="checkbox"/> (No Critical Hit) <ul style="list-style-type: none"> <input type="checkbox"/> Cockpit <input type="checkbox"/> Pulse Cannon <input type="checkbox"/> Drive <p style="text-align: right;">ID <input type="checkbox"/></p> <p style="text-align: right;">Damage Track</p>	<p>Wraith Dart (Heavy Fighter)</p> <ul style="list-style-type: none"> <input type="checkbox"/> Transport (Culling) Beam <input type="checkbox"/> Remote D.H.D. <input type="checkbox"/> Drive <ul style="list-style-type: none"> <input type="checkbox"/> Cockpit <input type="checkbox"/> Pulse Cannon <input type="checkbox"/> (No Critical Hit) <ul style="list-style-type: none"> <input type="checkbox"/> Cockpit <input type="checkbox"/> Pulse Cannon <input type="checkbox"/> Drive <p style="text-align: right;">ID <input type="checkbox"/></p> <p style="text-align: right;">Damage Track</p>
<p>Wraith Dart (Heavy Fighter)</p> <ul style="list-style-type: none"> <input type="checkbox"/> Transport (Culling) Beam <input type="checkbox"/> Remote D.H.D. <input type="checkbox"/> Drive <ul style="list-style-type: none"> <input type="checkbox"/> Cockpit <input type="checkbox"/> Pulse Cannon <input type="checkbox"/> (No Critical Hit) <ul style="list-style-type: none"> <input type="checkbox"/> Cockpit <input type="checkbox"/> Pulse Cannon <input type="checkbox"/> Drive <p style="text-align: right;">ID <input type="checkbox"/></p> <p style="text-align: right;">Damage Track</p>	<p>Wraith Dart (Heavy Fighter)</p> <ul style="list-style-type: none"> <input type="checkbox"/> Transport (Culling) Beam <input type="checkbox"/> Remote D.H.D. <input type="checkbox"/> Drive <ul style="list-style-type: none"> <input type="checkbox"/> Cockpit <input type="checkbox"/> Pulse Cannon <input type="checkbox"/> (No Critical Hit) <ul style="list-style-type: none"> <input type="checkbox"/> Cockpit <input type="checkbox"/> Pulse Cannon <input type="checkbox"/> Drive <p style="text-align: right;">ID <input type="checkbox"/></p> <p style="text-align: right;">Damage Track</p>

Wrath Scout

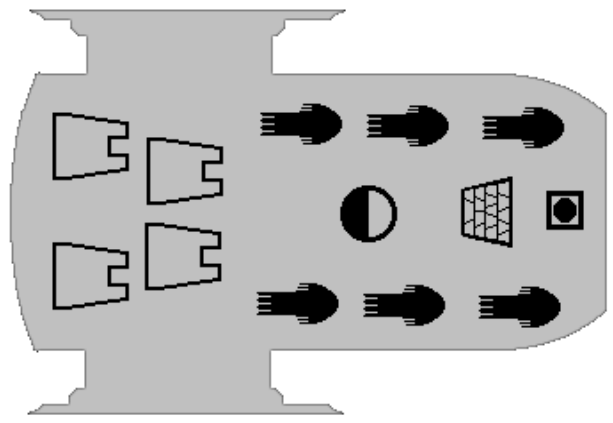


Wrath Scout



**Atlantis Puddle Jumper
(Gate Ship)**

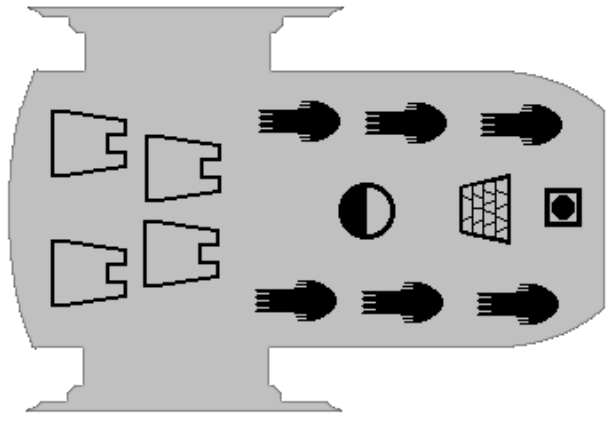
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ID

**Atlantis Puddle Jumper
(Gate Ship)**

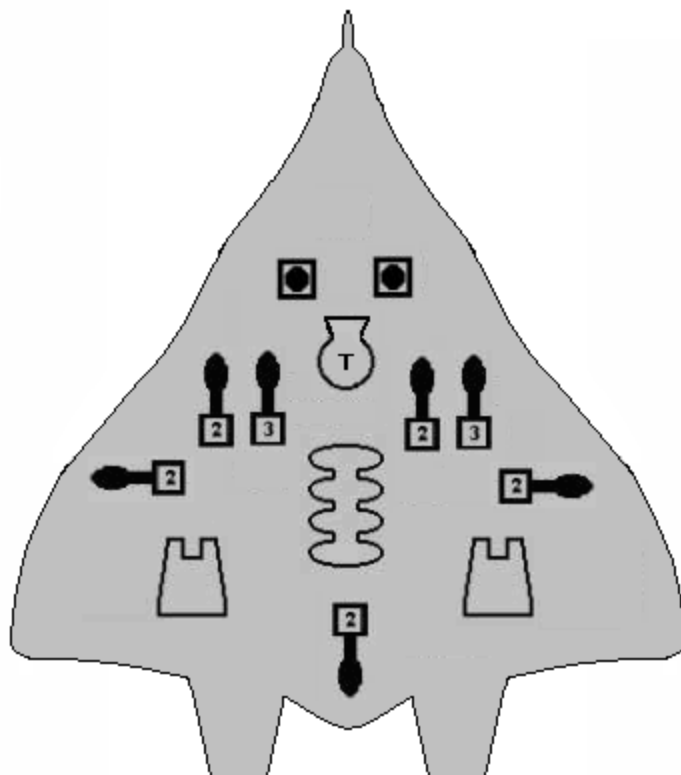
Damage Track	Critical Hit Roll
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ID

Wraith Heavy Cruiser

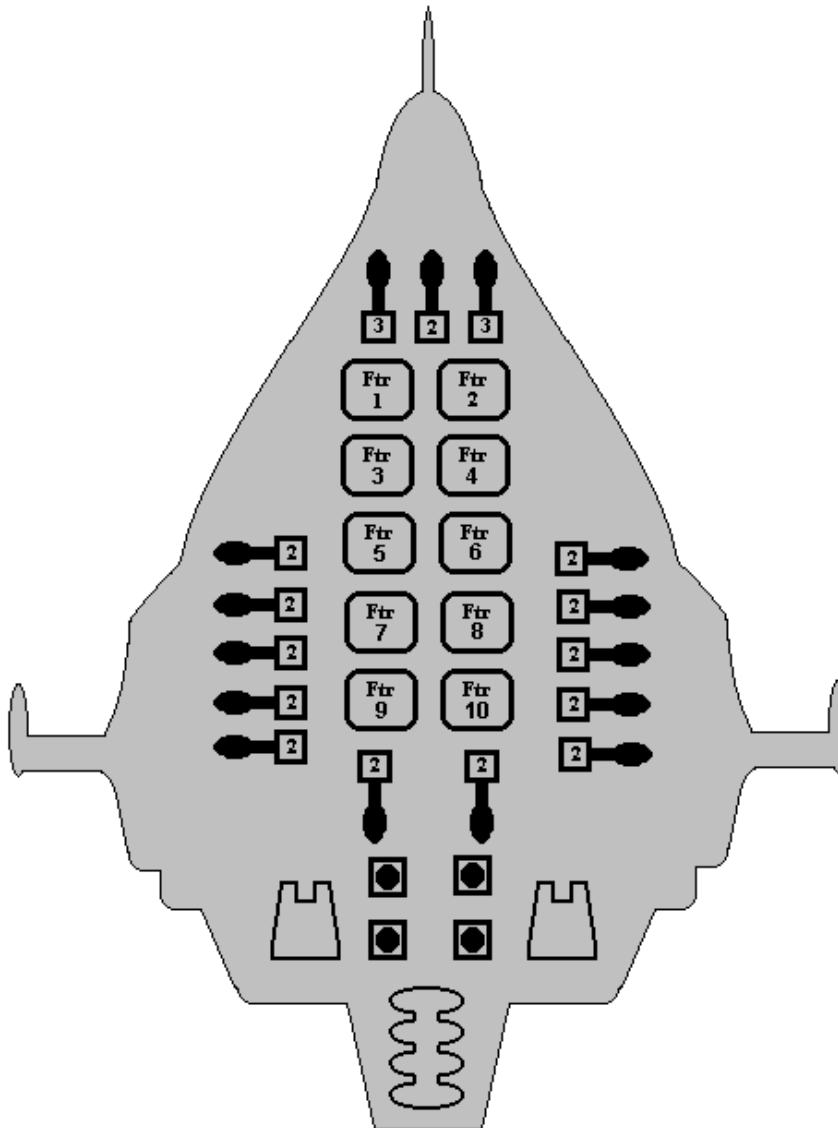
Damage Track	Critical Hit Roll
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	5
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ID

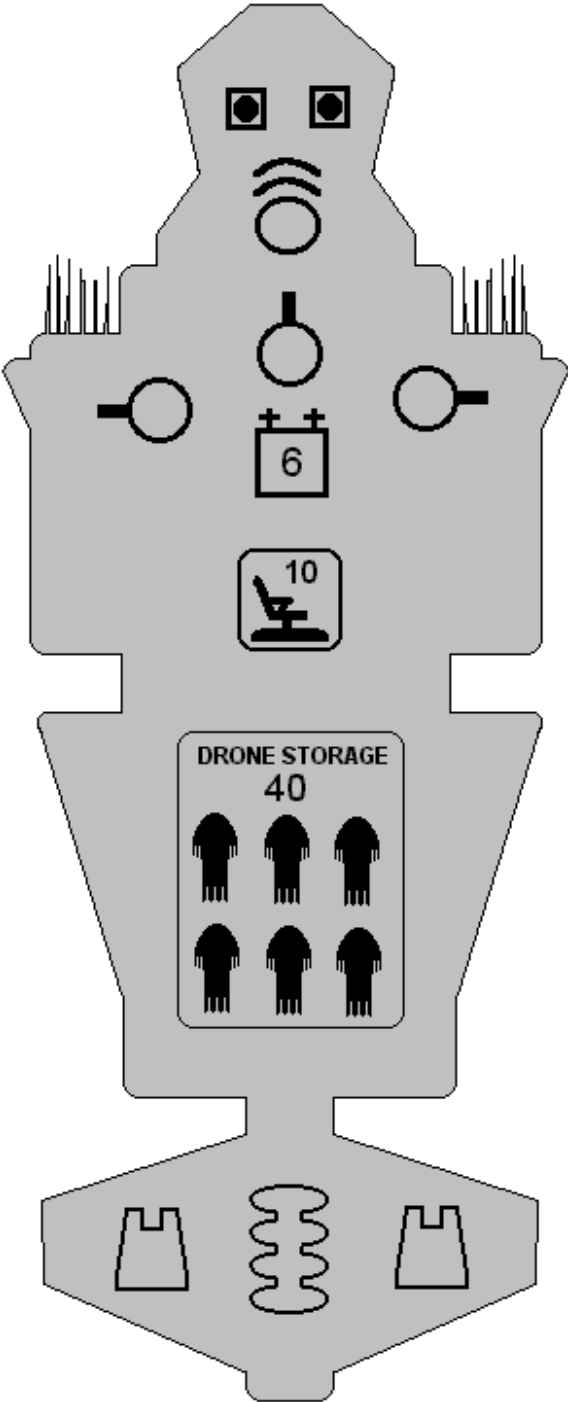
Wraith Hive Ship

Damage Track	Critical Hit Roll
<input type="checkbox"/>	6
<input type="checkbox"/>	5
<input type="checkbox"/>	4
<input type="checkbox"/>	3
<input type="checkbox"/>	2
<input type="checkbox"/>	



ID

Orion (Ancient War Ship)



Shields

Damage Track	Critical Hit Roll
	6
	5
	4
	3

ID

Appendix 'E'; Ship Counter Sheets

The following pages contain counter sheets for you to use. At this time no one is making white metal or plastic miniatures of Stargate vessel, suitable for gaming. Permission is granted to reproduce the counters, so long as it is for you own personal use.

Print the pages on heavy paper stock and then glue that to a heavier card stock backing, prior to cutting the counters out. When cutting the counters out, cut as closely as possible to the circular outline. But be sure to leave the outline intact. Use the clock face on each counter for movement and facing. The counters are printed with a two-tone background to aid in determining firing arcs. On the fighter counters please note the reduced forward firing arc, noted by the light dotted lines. Use the four standard arcs only to determine hit location on fighters.



