

Restricted Deployment (10%)

Version 1: 2E/stargate

Name: _____ Counter: _____

Apophis Battleship

SPECS

Class: Enormous Ship
In Service: 1250 AD
Point Value: 2250
Ramming Factor: 500
Hyper Delay: 6 Turns

MANEUVERING

Turn Cost: 3/2 x Speed
Turn Delay: 3/2 x Speed
Accel/Decel Cost: 6 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 21
Stb/Port Defense: 21
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: -3

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

SPECIAL NOTES

Gravtic drive system
Special Hull Arrangement
(Three Even Sides)
Transporter Rings
Crystal Automation Criticals
J'afia Contingents
Restricted Deployment (10%)

Cargo ship bay

6 Cargo ships or
2 Al'kesh or
1 Troop
Transport Each

Glider Bay

24 Fighters

STaRGATE WaRS

WEAPON DATA

Heavy Plasma

Dome
Class: Plasma
Mode: Pulse
Damage: 25 1d5 Times (-1 per 4)
Maximum Pulses: 8
Grouping Range: +1 per 3
Range Penalty: -1 per 3 hex
Fire Control: +5/+3/-6
Intercept Rating: -1
Rate of Fire: 1 per 3 turns
Special: Shield Penetrator, +6 points of energy gains Shield Penetration I (33%), up to SP II (50%). Each +4 points of Energy adds +1 pulse, up to +3

Light Plasma Battery

Class: Plasma
Mode: Pulse
Damage: 8 1d5 Times (-1 per hex)
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +2/+2/+0
Intercept Rating: -2
Rate of Fire: 1 per turn

SECTION HITS

1-3 : Thruster
4 : Cargo Ship Bay
5-6: J'afia Barracks
7-8: Cargo Bay
9-11: Hvy Plasma Dome
12: Lt Plasma Battery
13-18: Structure
19-20: Primary Hit

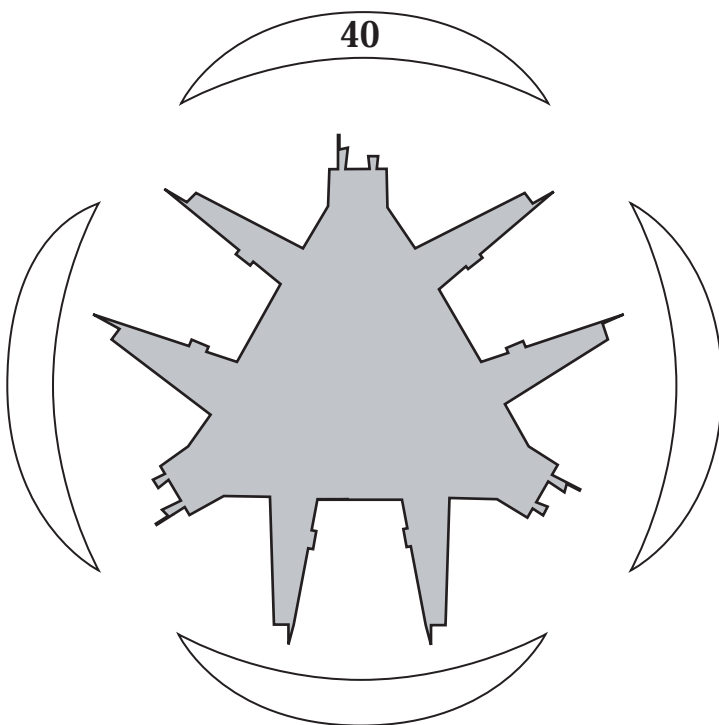
PRIMARY HITS

1-6 : Primary Struct
7-8: Main Thruster
9-10: Glider Bay
11: Hyperspace Drive
12-13: Engine
14-15: Sensors
16-17: Shield Gen
18-19: Reactor
20 : C&C

SENSOR DATA

Defensive EW

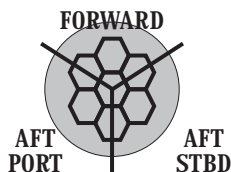
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



Shield Chart (Base 8)

MODE:
Piercing, -2, Pulse, +1, Flash, +2
Sustained, -0, -1, -3, Raking, +1,
Penetrating, -1, -2, -3, -4 (per SP level)
CLASS:
Antimatter, +1, Gravitic, -1, Matter, -1
Molecular, -2, Plasma +1

HULL ARRANGEMENT:



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Hyperspace Drive
- Reactor
- Glider bay
- Cargo Ship Bay
- Shield Generator
- Heavy Plasma Dome
- Light Plasma Battery

SHIELD DATA

	Strength	Charge	Damage	Total
Turn 1				
Turn 2				
Turn 3				
Turn 4				
Turn 5				
Turn 6				
Turn 7				
Turn 8				

