

# Goa'uld Cheops Heavy Warship

## SPECS

Class: Capital Ship  
In Service: Ancient  
Point Value: \_\_\_\_\_  
Ramming Factor: 240  
Hyper Delay: 10 Turns

## MANEUVERING

Turn Cost:  $\frac{3}{4} \times \text{Speed}$   
Turn Delay:  $\frac{3}{4} \times \text{Speed}$   
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 1+1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 18  
Stb/Port Defense: 18  
Engine Efficiency: 4/1  
Extra Power: +0  
Initiative Bonus: +1

## WEAPON DATA

Heavy Plasma Dome  
Class: Plasma  
Mode: Standard  
Damage:  $3d10+20$  (-1 per 3)  
Range Penalty: -1 per 2 hexes  
Fire Control: +5/+4/+2  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

## SECTION HITS

1-3 : Thruster  
4-5 : Cargo Ship Bay  
7-8 : Glider Bay  
9-12: Plasma Dome  
13-18: Structure  
19-20: Primary Hit

## PRIMARY HITS

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

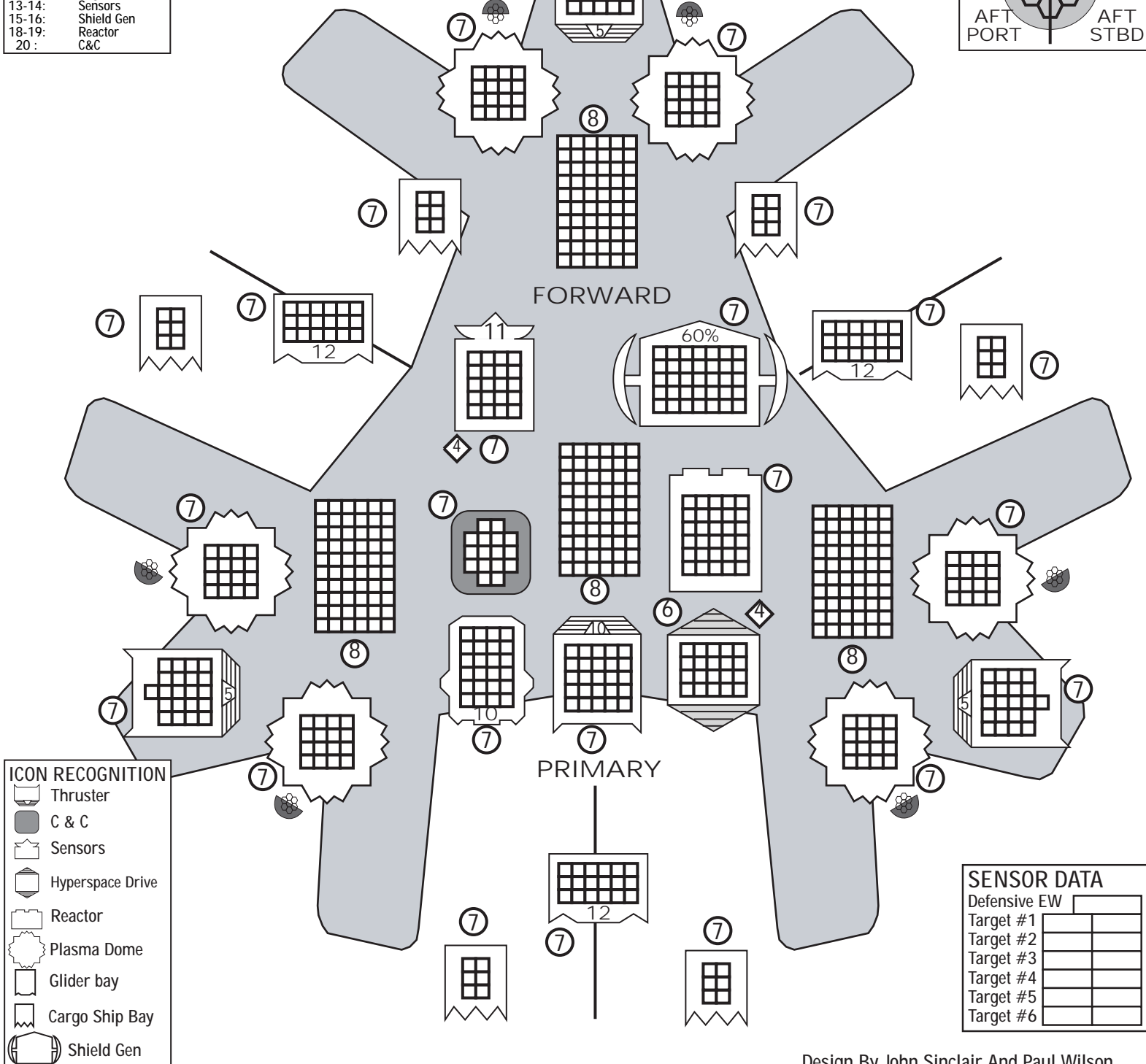
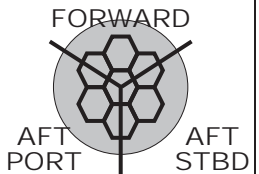
## SPECIAL NOTES

Gravtic drive system  
Special Hull Arrangement  
(Three Even Sides)  
Enhanced Armour  
Enhanced Senours  
Enhanced Shields

Glider Bay  
18 Fighters each

Cargo ship bay  
6 Cargo ships  
each  
Or  
2 AL'KESH each

## HULL ARRANGEMENT:



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Hyperspace Drive
- Reactor
- Plasma Dome
- Glider bay
- Cargo Ship Bay
- Shield Gen

## SENSOR DATA

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