

# Goa'uld Pyramid Ship

## SPECS

Class: Hvy Cmbt Vsl  
In Service: Ancient  
Point Value: 725  
Ramming Factor: 150  
Hyper Delay: 10 Turns

## MANEUVERING

Turn Cost:  $2/3 \times \text{Speed}$   
Turn Delay:  $2/3 \times \text{Speed}$   
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 1+1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 15  
Engine Efficiency: 4/1  
Extra Power: +0  
Initiative Bonus: +6

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

**Glider Bay**  
6 Fighters each

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

## WEAPON DATA

### Medium Plasma

**Battery**  
Class: Plasma  
Mode: Pulse  
Damage: 12 1d4 Times  
(-1 per 3 hexes)  
Maximum Pulses: 6  
Grouping Range: +1 per 3  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/-3  
Intercept Rating: -1 (ballistic)  
Rate of Fire: 1 per 2 turns  
Special: Accelerator, for 8  
points of energy, reduce RoF  
to 1 per turn.

## SECTION HITS

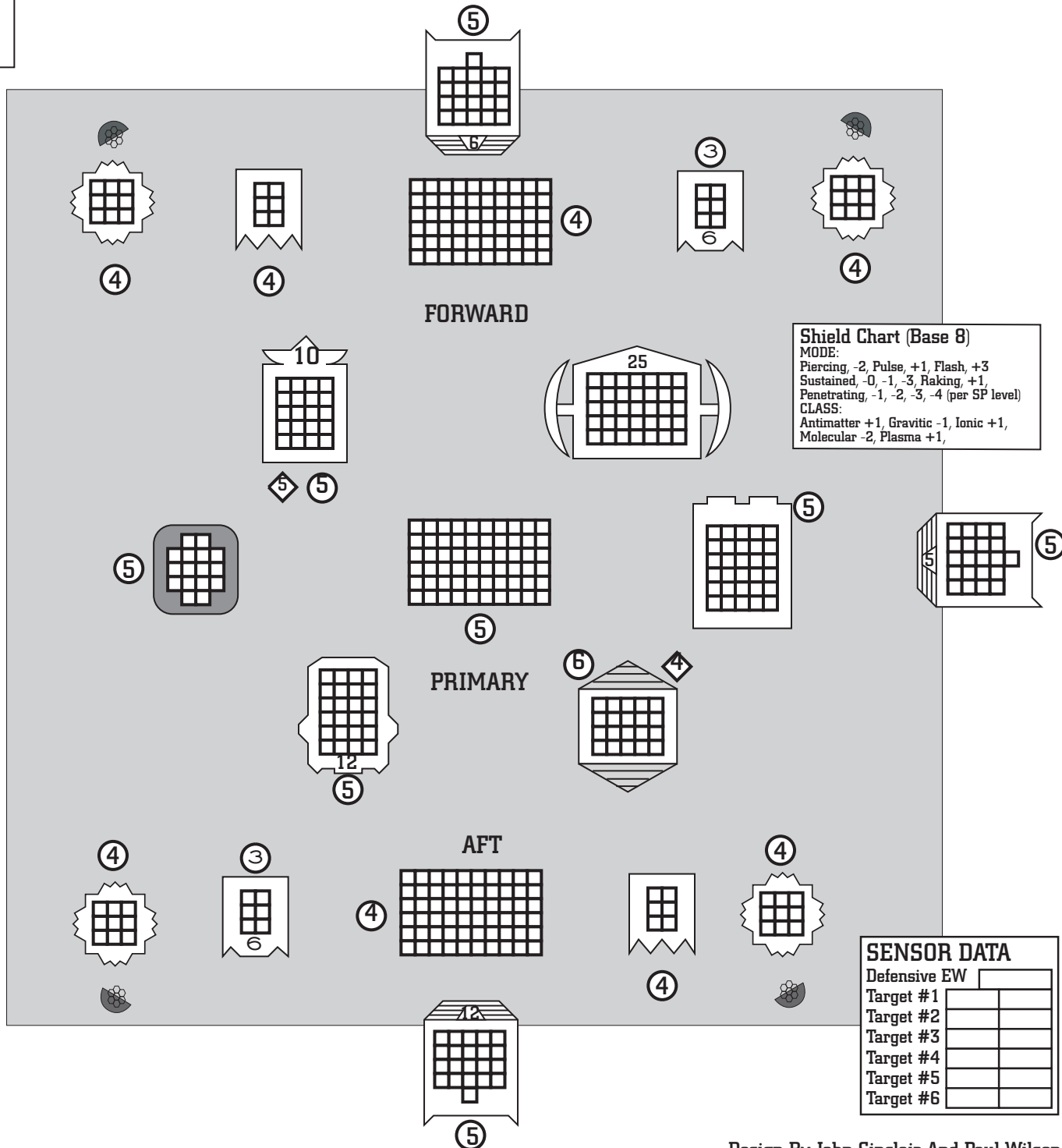
1-3 : Thruster  
4-5 : Cargo Ship Bay  
7-8 : Glider Bay  
9-12: Mdm Plasma Btty  
13-18: Structure  
19-20: Primary Hit

## PRIMARY HITS

1-6 : Primary Struct  
7-9 : Hyper Drive  
10-12: Engine  
13-14: Sensors  
15-16: Shield Gen  
18-19: Reactor  
20 : C&C

## SPECIAL NOTES

Gravtic drive system  
Transporter Rings  
Sarcophagus  
Atmospheric  
Crystal Automation Criticals



## ICON RECOGNITION

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