



Rare Variant (10%)  
Version 2: 2E/stargate

Name: \_\_\_\_\_ Counter: \_\_\_\_\_

# Goa'uld Ha'tak Attackship

## SPECS

Class: Capital Ship  
In Service: 2700 BCE  
Point Value: 1350  
Ramming Factor: 240  
Hyper Delay: 10 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 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: +0

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

## SECTION HITS

1-3: Thruster  
4-5: Light Plasma Batty  
6-8: Siege Dome  
9: Cargo  
10-11: Jaffa Barracks  
12-18: Structure  
19-20: Primary Hit

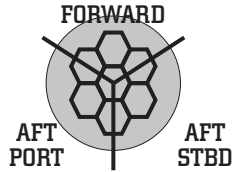
## PRIMARY HITS

1-6: Primary Struct  
7-9: Glider Bay  
10-11: Hyper 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	

## HULL ARRANGEMENT:



## Glider Bay

24 Deathgliders

## SPECIAL NOTES

Gravitic drive system  
Special Hull Arrangement  
(Three Even Sides)  
Enhanced Shields  
Transporter Rings  
Crystal Automation Criticals  
Jaffa Contingents

## WEAPON DATA

### Siege Dome

Class: Plasma  
Mode: Flash  
Damage: 40/12  
+6 energy 50/15  
+12 energy 65/20/8  
+24 energy 85/30/15  
Range Pen: -1 per 3 hexes  
Fire Control: +6/+3/na  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns,  
plus 1 turn cooldown for  
every 6 points of energy  
channeled through the  
Siege Dome. Does full  
Flash damage to all units  
in hexes. Does 1/2 damage  
to Shields. See Rules.

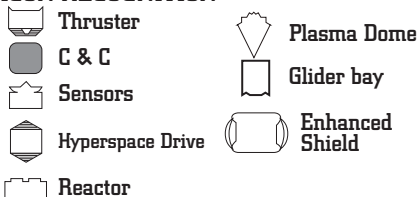
### Light Plasma Battery

Class: Plasma  
Mode: Pulse  
Damage: 8 1d5 Times  
(-1 per hex)  
Maximum Pulses: 6  
Grouping Range: +1 per 3  
Range Penalty: -2 per hex  
Fire Control: +2/+2/+3  
Intercept Rating: -2 (ballistic)  
Rate of Fire: 1 per turn

## Shield Chart (Base 8)

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

## ICON RECOGNITION



Design By Demiurge, based on work  
by John Sinclair And Paul Wilson