

Goa'uld Ha'tak Carrier

SPECS

Class: Capital Ship
In Service: 4000 BCE
Point Value: 975
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

Alkesh Bay
2 Al'kesh or
6 Teltacs each

SPECIAL NOTES

Gravtic drive system
Special Hull Arrangement
(Three Even Sides)
Transporter Rings
Crystal Automation Criticals
Atmospheric

WEAPON DATA

Medium Plasma Battery

Class: Plasma
Mode: Pulse
Damage: 12 1d4 Times
(-1 per 3 hexes)
Maximum Pulses: 6
Grouping Penalty: +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.

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/+3
Intercept Rating: -2 (ballistic)
Rate of Fire: 1 per turn

Primary Glider Bay

18 Deathgliders
6 Teltacs

Section Glider Bay

18 Deathgliders

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,

SECTION HITS	
1-3:	Thruster
4-5:	Light Plasma Batty
6-7:	Mdm Plasma Btty
8-9:	Cargo
10-11:	Hangar
12:	Transport Bay
13-18:	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 Generator
18-19:	Reactor
20:	C&C

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

ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Hyperspace Drive
	Reactor
	Plasma Battery
	Glider bay
	Cargo Ship Bay
	Shield Generator

