

Goa'uld Cheops Heavy Warship (Anubis)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 18
In Service:	Turn Delay: 1 x Speed	Stb/Port Defense: 18
Point Value: _____	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 240	Pivot Cost: 3+3 Thrust	Extra Power: +0
Hyper Delay: 9 Turns	Roll Cost: 1+1 Thrust	Initiative Bonus: +1
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	

WEAPON DATA

Heavy Advanced
Plasma Dome
Class: Plasma
Mode: Standard
Damage: 6d10+35 (-1 per 4)
Range Penalty: -1 per 3 hexes
Fire Control: +3/+4/+5
Intercept Rating: -4
Rate of Fire: 1 per turns

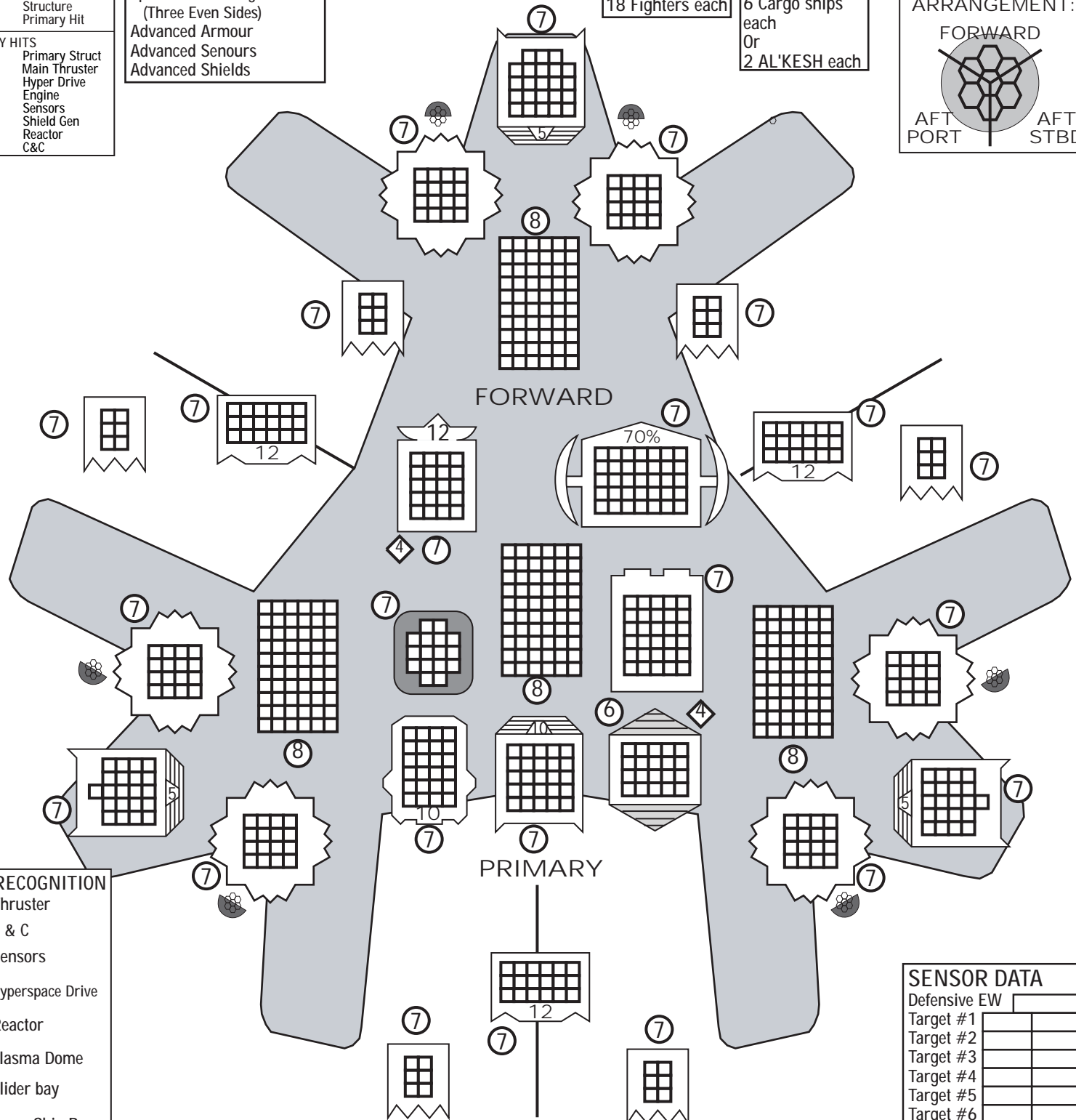
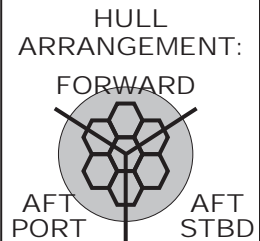
SECTION HITS
1-3 : Thruster
4-5 : Cargo Ship Bay
7-8 : Glider Bay
9-12: Plasma Dome
13-18: Structure
19-20: Primary Hit
PRIMARY HITS
1-6 : Primary Struct
7 : Main Thruster
8-10: Hyper Drive
11-12: Engine
13-14: Sensors
15-16: Shield Gen
18-19: Reactor
20 : C&C

SPECIAL NOTES

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

Glider Bay
18 Fighters each

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



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	