Version 1: 2E/stargate

Name: _____ Counter: _____

Goa'uld Ha'tak Warship (Anubis)

STARGÅTE WARS

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

SPECS
Class: Capital Ship
In Service:
Point Value: ____
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: +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

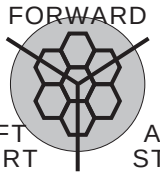
WEAPON DATA

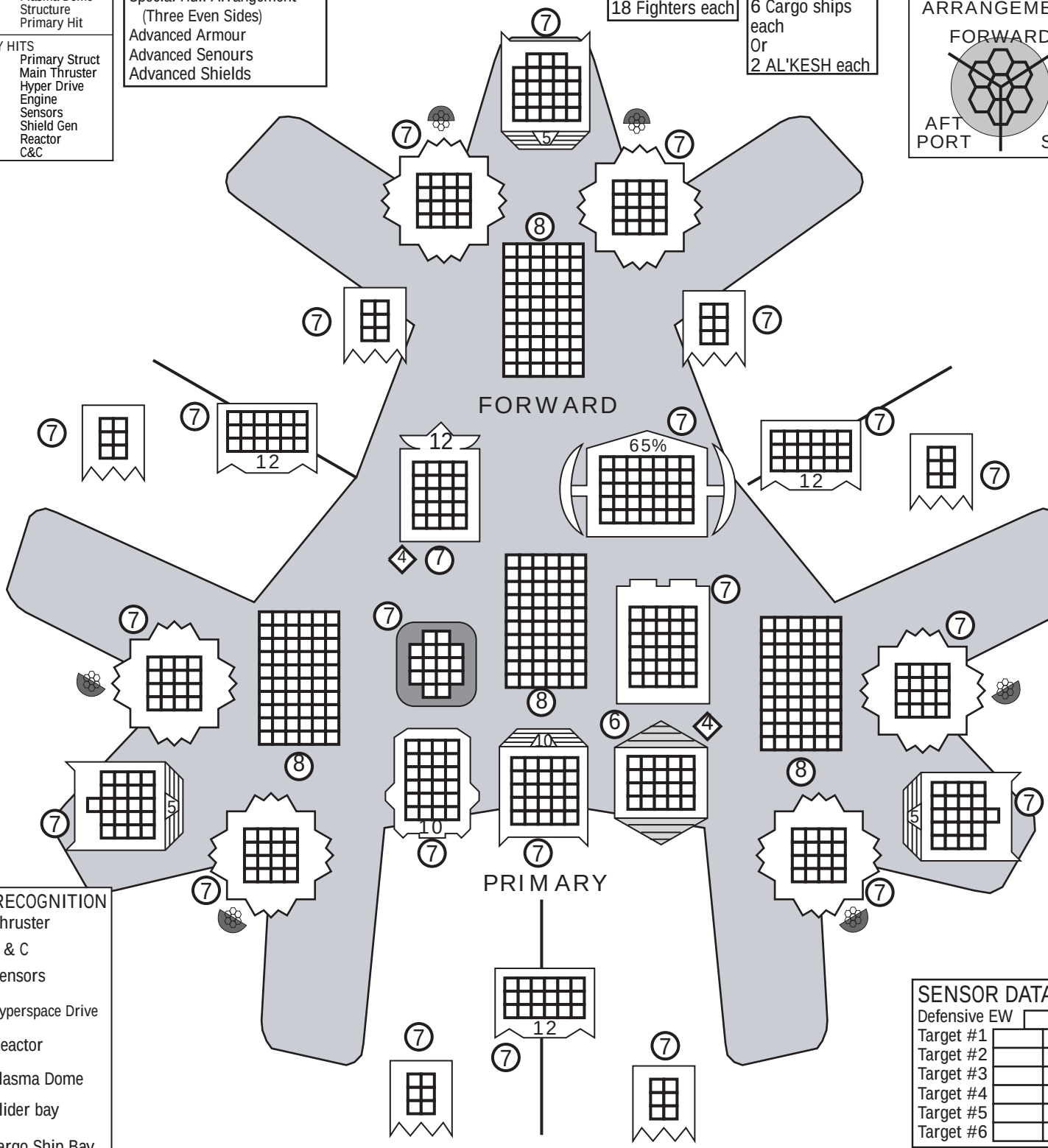
Advanced Plasma Dome
Class: Plasma
Mode: Standard
Damage: 5d10+30 (-1 per 3)
Range Penalty: -1 per 3 hexes
Fire Control: +3/+4/+5
Intercept Rating: -4
Rate of Fire: 1 per turn

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		

Design By John Sinclair And Paul Wilson