



Version 1: 2E/stargate

Name: _____ Counter: _____

Goa'uld Ha'tak Warship

SPECS

Class: Capital Ship
In Service: Ancient
Point Value: _____
Ramming Factor: 240
Hyper Delay: 10 Turns

MANEUVERING

Turn Cost: $\frac{3}{4} \times \text{Speed}$
Turn Delay: $\frac{3}{4} \times \text{Speed}$
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

Plasma Dome
Class: Plasma
Mode: Standard
Damage: $2d10+20$ (-1 per 3)
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+2
Intercept Rating: -1
Rate of Fire: 1 per 2 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

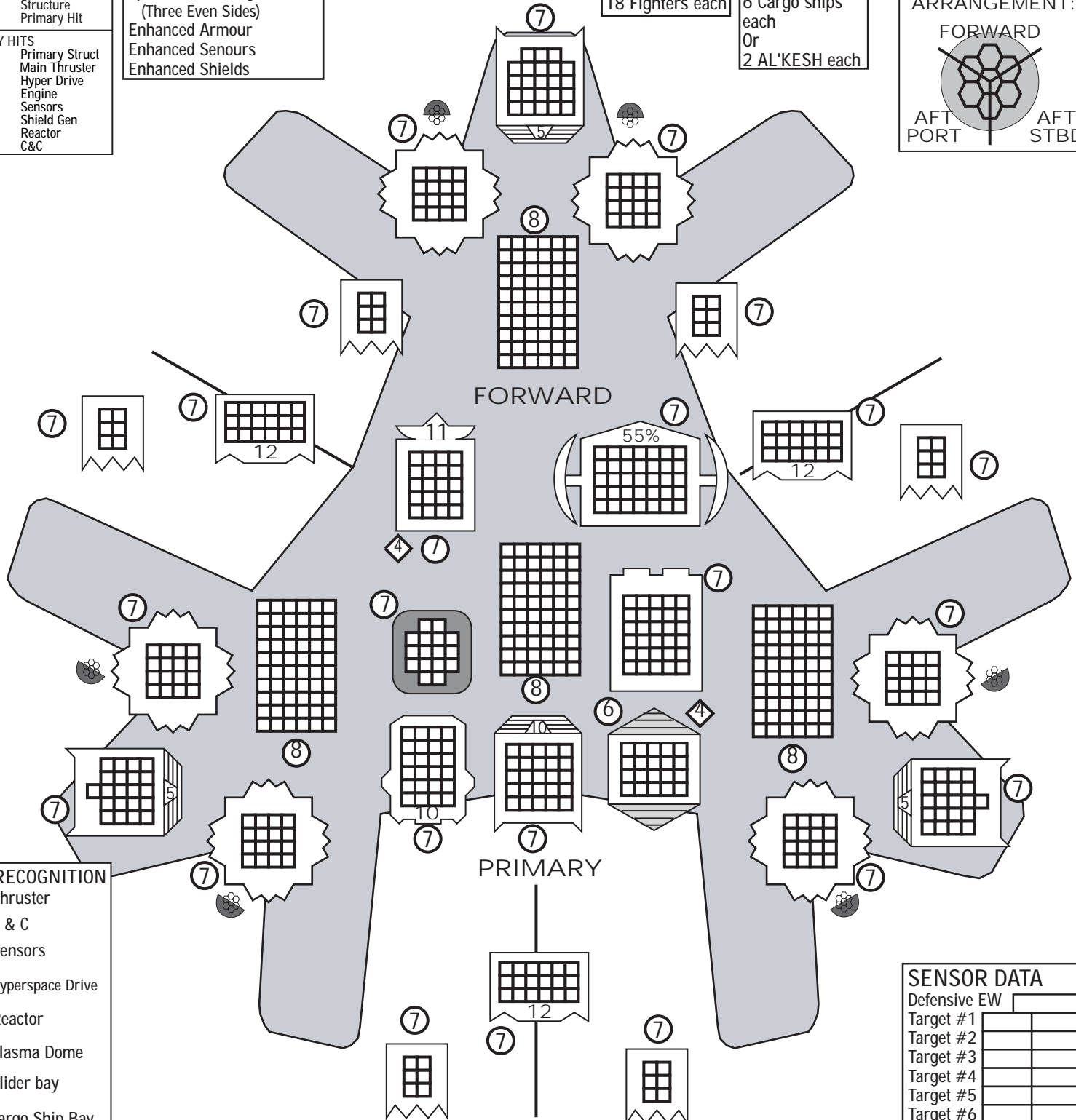
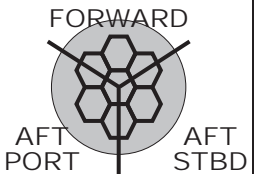
SPECIAL NOTES

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

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	

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