

Goa'uld Pyrmid Warship

STARGATE WARS

SPECS

Class: Capital Ship
In Service: Ancient
Point Value: _____
Ramming Factor: 240
Hyper Delay: 16 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

WEAPON DATA

Plasma Dome
Class: Plasma
Mode: Standard
Damage: $3d10+20$ (-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

