



Version 3: 2E/stargate

Name: \_\_\_\_\_ Counter: \_\_\_\_\_

# Anubis Ha'tak Mothership

## SPECS

Class: Capital Ship  
In Service: 2003 AD  
Point Value: 1500  
Ramming Factor: 240  
Hyper Delay: 10 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 3 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: -16 (cloak)  
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

Cargo ship bay  
6 Teltacs or  
2 Al'kesh each

Glider Bay  
24 Deathgliders

## SPECIAL NOTES

Gravitic drive system  
Special Hull Arrangement  
Transporter Rings  
Crystal Automation Criticals  
Jaffa Contingents  
Advanced Shields  
Cloaking Device (16 power)

## WEAPON DATA

### Plasma Dome

Class: Plasma  
Mode: Pulse  
Damage: 16 1d4 Times (-1 per 4)  
Maximum Pulses: 5  
Grouping Range: +1 per 4  
Range Penalty: -1 per 2 hex  
Fire Control: +4/+2/-5  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns  
Special: Shield Penetrator,  
+6 points of energy gains  
Shield Penetration I (33%).  
Accelerator, for 10 points of  
energy, reduce RoF to 1/turn

### Light Plasma Battery

Class: Plasma  
Mode: Pulse  
Damage: 8 1d5 Times  
(-1 per 2 hexes)  
Maximum Pulses: 6  
Grouping Range: +1 per 3  
Range Penalty: -2 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## SECTION HITS

1-3: Thruster  
4-5: Light Plasma Batty  
6-7: Plasma Dome  
8-9: Cargo  
10-11: Jaffa Barracks  
12: Hangar Bay  
13-18: Structure  
19-20: Primary Hit

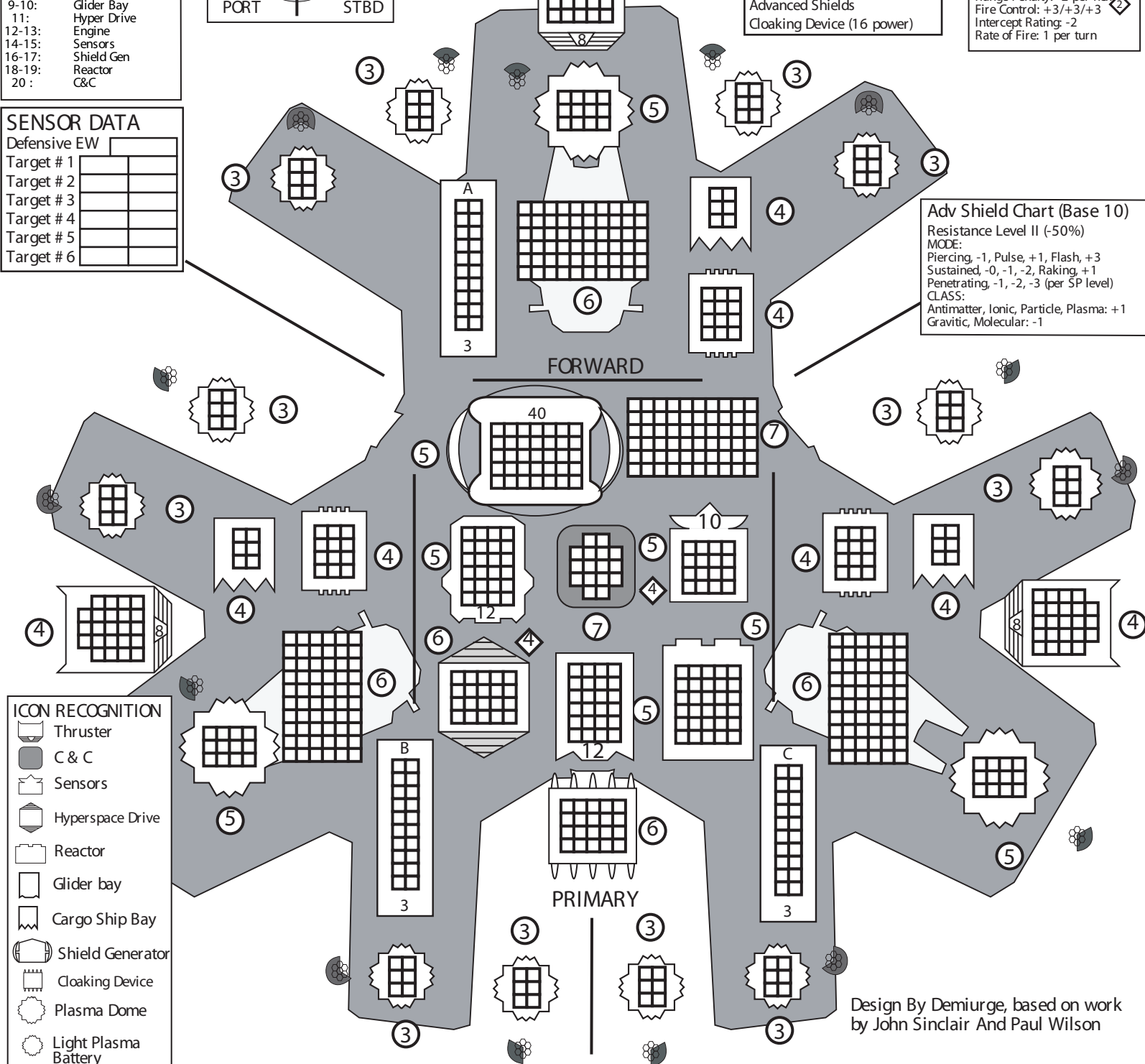
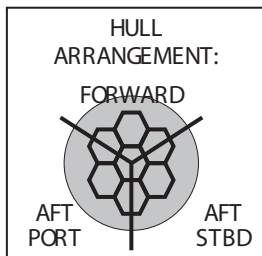
## PRIMARY HITS

1-7: Primary Struct  
8: Cloaking Device  
9-10: Glider Bay  
11: Hyper Drive  
12-13: Engine  
14-15: Sensors  
16-17: Shield Gen  
18-19: Reactor  
20: C&C

## SENSOR DATA

### Defensive EW

Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6



## Adv Shield Chart (Base 10)

Resistance Level II (-50%)

### MODE:

Piercing, -1, Pulse, +1, Flash, +3  
Sustained, -0, -1, -2, Raking, +1  
Penetrating, -1, -2, -3 (per SP level)

### CLASS:

Antimatter, Ionic, Particle, Plasma: +1  
Gravitic, Molecular: -1

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Hyperspace Drive
- Reactor
- Glider bay
- Cargo Ship Bay
- Shield Generator
- Cloaking Device
- Plasma Dome
- Light Plasma Battery

Design By Demiurge, based on work  
by John Sinclair And Paul Wilson