

# Goa'uld Apophis's heavy Mothership

## STARGATE WARS

### SPECS

Class: Capital Ship  
In Service: 1999  
Point Value: \_\_\_\_\_  
Ramming Factor: 240  
Hyper Delay: 9 Turns

### MANEUVERING

Turn Cost: 3/4 x Speed  
Turn Delay: 3/4 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

### WEAPON DATA

Improved Plasma Dome  
Class: Plasma  
Mode: Standard  
Damage: 3d10+30 (-1 per 3)  
Range Penalty: -1 per 3 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

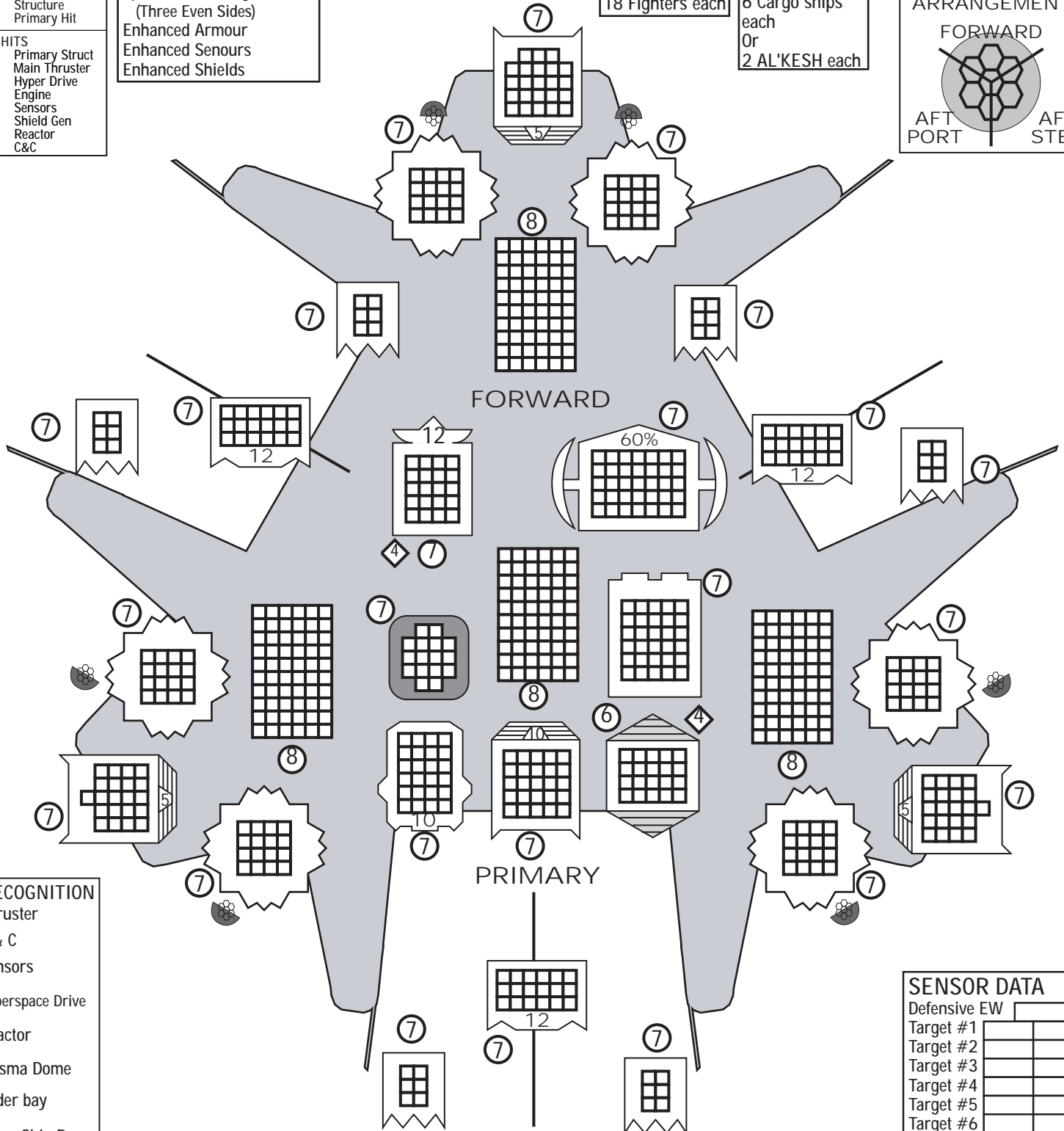
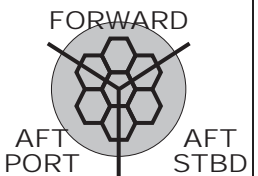
### SPECIAL NOTES

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    |  |