

Goa'uld Troop Transport

SPECS

Class: LCV
In Service: 1500
Point Value: 175 each
Ramming Factor: 40
Jump Delay: 12 turns

MANEUVERING

Turn Cost: 1/4 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 14
Engine Efficiency: 1/1
Extra Power: 0
Initiative Bonus: +11

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	1	2	2	2	2	3	3	3	3
Turn Delay	1	1	1	1	2	2	2	2	3	3	3	3

Light Plasma Battery

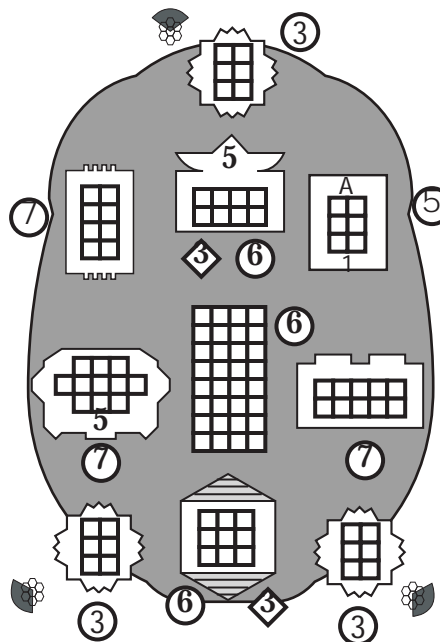
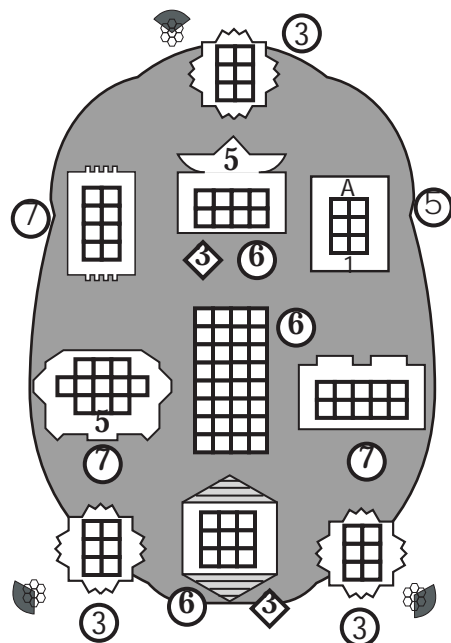
Class: Plasma
Mode: Pulse
Damage: 8 1d5 Times (-1 per hex)
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +2/+2/+3
Intercept Rating: -1
Rate of Fire: 1 per turn

HIT LOCATION

1-9: Structure
10-12: Cargo
13-15: Goa'uld Barracks
16-17: Drive
18-19: Reactor
20: Control

SPECIAL NOTES

Atmosphere Capable
Eight J'affa Contingents



SENSOR DATA

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

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ICON RECOGNITION

- Control
- Drive
- Reactor
- J'affa Barracks
- Cargo
- Hyperspace Drive
- Light Plasma Battery