

Goa'uld Ha'tak Assaultship

SPECS

Class: Capital Ship
In Service: 4000 BCE
Point Value: 925
Ramming Factor: 240
Hyper Delay: 10 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 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: +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

Transport Bay
2 Troop Transports each

SPECIAL NOTES

Gravtic drive system
Special Hull Arrangement
(Three Even Sides)
Transporter Rings
Crystal Automation Criticals
Atmospheric - Landing
108 Jaffa Contingents

WEAPON DATA

Medium Plasma Battery

Class: Plasma
Mode: Pulse
Damage: 12 1d4 Times
(-1 per 3 hexes)
Maximum Pulses: 6
Grouping Range: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: -1 (ballistic)
Rate of Fire: 1 per 2 turns
Special: Accelerator, for 8 points of energy, reduce RoF to 1 per turn.

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: -2 (ballistic)
Rate of Fire: 1 per turn

SECTION HITS

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

PRIMARY HITS

1-6: Primary Struct
7-9: Glider Bay
10-11: Hyper Drive
12-13: Engine
14-15: Sensors
16-17: Shield Generator
18-19: Reactor
20: C&C

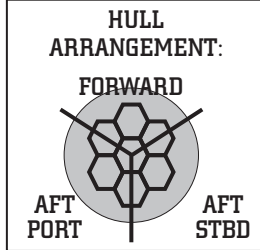
SENSOR DATA

Defensive EW

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

ICON RECOGNITION

Thruster
C & C
Sensors
Hyperspace Drive
Reactor
Plasma Battery
Glider bay
Transport Bay
Shield Generator



Primary Glider Bay
12 Deathgliders
4 Troop Transports

Shield Chart (Base 8)

MODE:
Piercing, -2, Pulse, +1, Flash, +3
Sustained, -0, -1, -3, Raking, +1,
Penetrating, -1, -2, -3, -4 (per SP level)
CLASS:
Antimatter +1, Gravitic -1, Ionic +1,
Molecular -2, Plasma +1,