

Rare variant (10%)

Version 1: 2E/stargate wars

Name: _____ Counter: _____

Ra's Pyramid Ship

SPECS

Class: Hvy Combat Vsl
In Service: Ancient
Point Value: 725
Ramming Factor: 150
Hyper Delay: 10 Turns

MANEUVERING

Turn Cost: $2/3 \times \text{Speed}$
Turn Delay: $2/3 \times \text{Speed}$
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 15
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +7

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

Glider Bay
6 Fighters each

Cargo ship bay
6 Teltacs Or
2 Al'kesh each

WEAPON DATA

Medium Plasma

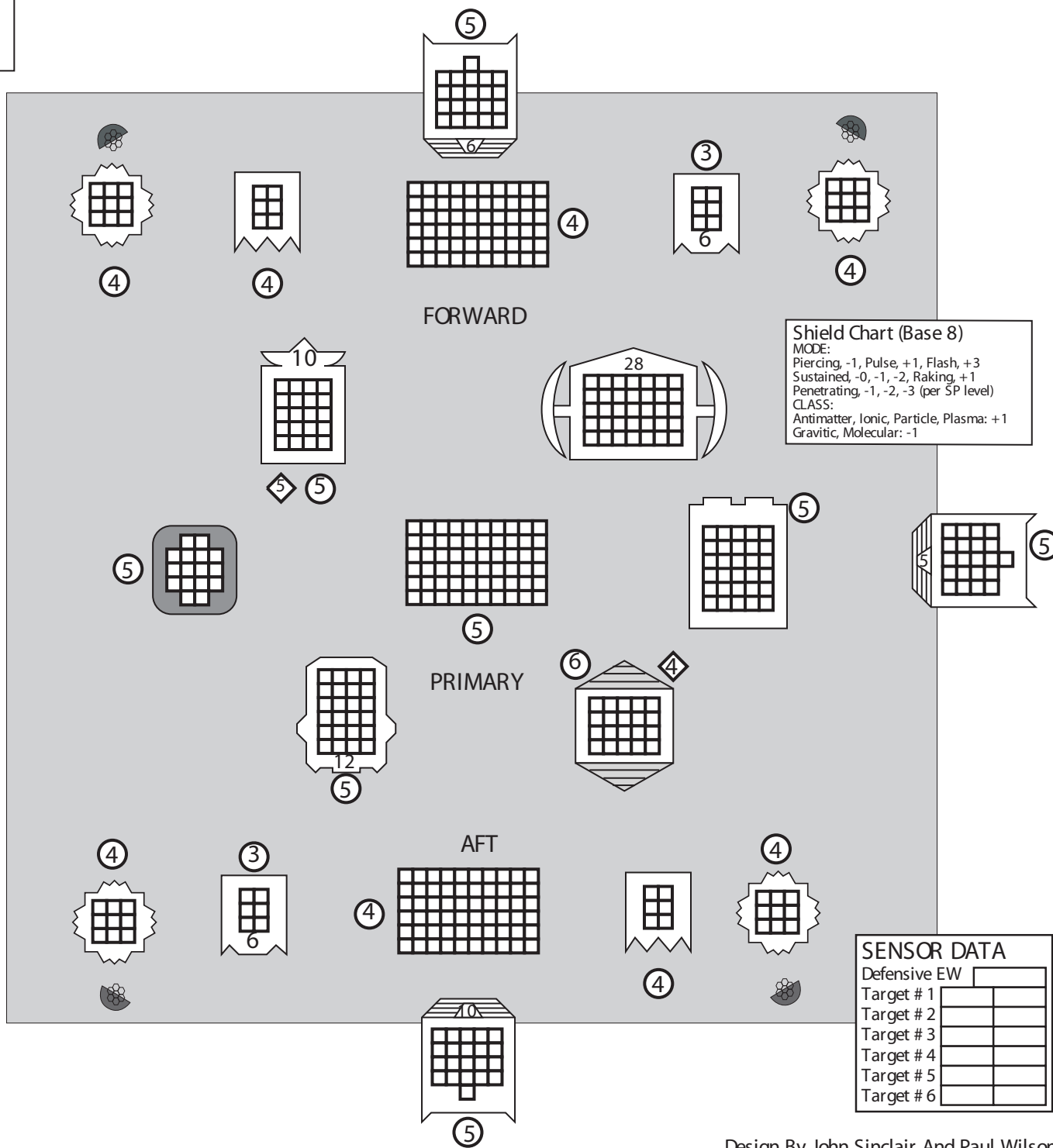
Battery
Class: Plasma
Mode: Pulse
Damage: 12 1d4 Times
(-1 per 4 hexes)
Maximum Pulses: 6
Grouping Range: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: -1 (ballistic)
Rate of Fire: 1 per 2 turns
Special: Accelerator, for 8
points of energy, reduce RoF
to 1 per turn.

SECTION HITS
1-3 : Thruster
4-5 : Cargo Ship Bay
7-8 : Glider Bay
9-12: Mdm Plasma Btty
13-18: Structure
19-20: Primary Hit

PRIMARY HITS
1-6 : Primary Struct
7-9 : Hyper Drive
10-12: Engine
13-14: Sensors
15-16: Shield Gen
18-19: Reactor
20 : C&C

SPECIAL NOTES

ELINT Ship
Gravtic drive system
Transporter Rings
Sarcophagus
Atmospheric
Crystal Automation Criticals



Shield Chart (Base 8)

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

SENSOR DATA

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

Design By John Sinclair And Paul Wilson
modified by Demiurge