



Goa'uld Anubis's Super Mothership

SPECS

Class: Capital Ship
In Service: 1927
Point Value: 2200
Ramming Factor: 450
Hyper Delay: 8 Turns

MANEUVERING

Turn Cost: 3/2 Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 6+6 Thrust

COMBAT STATS

Fwd/Aft Defense: 20 (17)
Stb/Port Defense: 20 (17)
Engine Efficiency: 4/1
Extra Power: 0
Initiative Penalty: -2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

WEAPON DATA

Advanced Plasma Dome
Class: Plasma
Mode: Standard
Damage: 5d10+30 (-1 per 3)
Range Penalty: -1 per 3 hexes
Fire Control: +3/+4/+5
Intercept Rating: -4
Rate of Fire: 1 per turn

Discharge Array
Class: Electromagnetic
Mode: standard
Damage: 6d10+25
Range Penalty: -1 per 3 hexes
Fire Control: +4/+6/+8
Intercept Rating: -5
Rate of Fire: 3 per turn
Alternate Fire: Can combine two or more shots as follows:

Two Shots
Damage: 12d10+30
Range Penalty: -1 per 4 hexes
Fire Control: +5/+6/+6

Three Shots
Damage: 18d10+35
Range Penalty: -1 per 4 hexes
Fire Control: +6/+6/+4
Special: Ignores Shields and Armour, can fire at different targets

SECTION HITS

1-3: Thruster
4-5: Cargo Ship Bay
6-9: Plasma Dome
10-18: Structure
19-20: Primary Hit

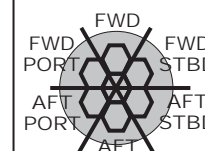
PRIMARY HITS

1-6: Primary Structure
7-9: Hyperdrive Engine
10-12: Discharge Array
13-14: Shield Generator
15: Sensors
16: Engine
17-18: Hangar
19: Reactor
20: C&C

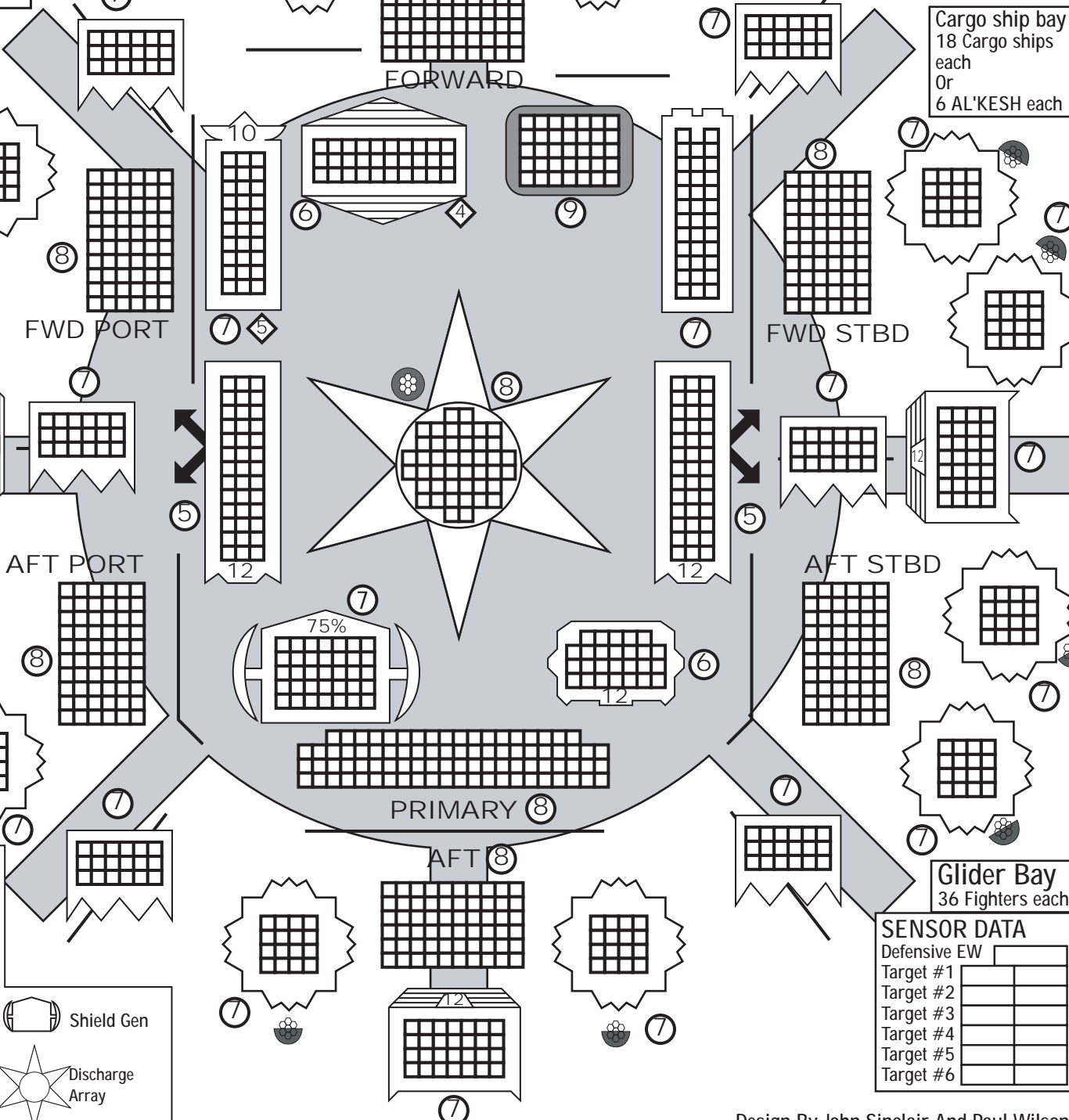
SPECIAL NOTES

Restricted Deployment (10%)
Gravitic Drive System
Atmospheric Capable
Advanced Armour
Advanced Sensors
Special Hull Arrangement (Six Even Sides)
Advanced Shields

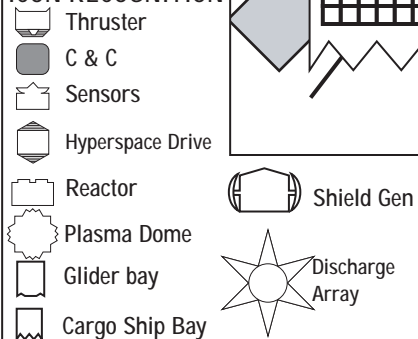
HULL ARRANGEMENT:



Cargo ship bay
18 Cargo ships each
Or
6 AL'KESH each



ICON RECOGNITION



SENSOR DATA

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