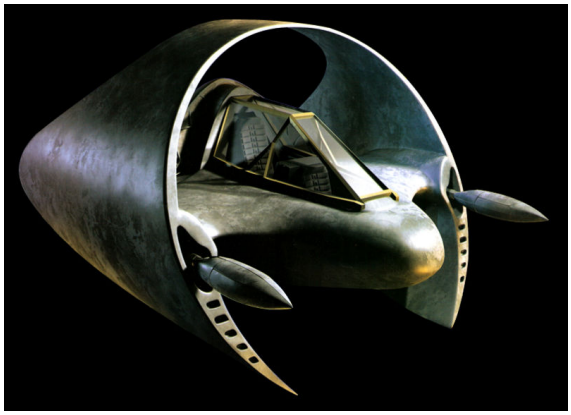
Starships D6 / Goauld "Needle Threader" Dea



Goa'uld Needle Threader

Craft: Goa'uld Multipurpose Attack Fighter
Type: Multi-role Attack Starfighter
Scale: Starfighter
Dimensions:
-Length: 4m
-Width: 6.5m
-Height/Depth: 6.5m
Skill: Starfighter Piloting: Death Glider
Crew: 1 or 2 (pilot and co-pilot)
Crew Skill: Starfighter Piloting 7D, Starship Gunnery 6D
Passengers: 1 (If co-pilot seat is not used)
Cargo Capacity: 4.443 kilograms
Consumables: N/A
Cost: 75,000 System Lord credits (used)
Hyperdrive: N/A
Nav Computer: No
Maneuverability: 2D
Space: 6
Atmosphere: 415; 1,200kmh
Hull: 5D
Shields: N/A
Sensors:
-Passive: 20/0D
-Scan: 40/1D
-Search: 60/2D
-Focus: 3/3D

WEAPONS:
2 Staff Cannons (fire-linked)
  Location: Under the wings, facing forward.
  Fire Arc: Front
  Crew: 1 (pilot)
  Skill: Starship Gunnery
  Scale: Starfighter
  Fire Control: 2D
  Space range: 1-2/3/7
  Atmosphere range: 3-10/35/70m Yes, meters, that's right!
  Damage: 6D
  Ammo: Effectively Unlimited
  Rate of Fire: A pair of energy pulses per attack.

EQUIPMENT:

-Fuel: Naquadah.
-Power Plant: Naquadah Reactor.
-Hull: Trinium alloy.
-Armament: 2 Staff Cannons, range 70 meters.
-Engine Unit(s): Death Glider propulsion systems.
-Control Systems: Stick (yeah, i know, duh!)

WRITE-UP NOTES:

The stats for the Needle Threader may seem weak compared to the standard Death Glider, which is already relatively weak when compared to fave Star Wars starfighter ships, but there is a very good reason for this. The normal Death Gliders were meant to attack en masse, where there variants were meant to surprise attack through a stargate itself, meant to bring massive amounts of death and destruction at very, VERY close range around the stargate, and even being able to clear the area for more invading forces once its job had been completed.

Due to the skill needed to control such a craft through the stargate and maintain control to assault such a close combat zone, the Difficulties for doing so should be high, which is also reflected in the Crew Skills attribute above. Also, the Staff Cannons are short ranged as mentioned in the canon material I was able to find, another drawback of the specialized nature of the Needle Threader, but again, this matteres little when the craft is used for its intended purpose of sneak attacj through a stargate.

DESCRIPTION:

A Needle Threader is a specialized death glider constructed by the Goa'uld that can travel through the Stargate in a similar maner to Ancient puddle jumpers but unlike them provides no automatic navigation through stargates, and was discontinued after it proved too difficult to master.

It carries two crew, a pilot and a gunner, although just like the ordinary death glider, it can operate with just a pilot. While the normal death glider has two anhedral or down-pointing wings, this craft has one curved into a cylinder around the central hull and the tied by horizontal airfoils tying the first to the fuselage. The craft has two energy weapons, similar to staff cannons, which has a range of 70 meters. (SG1: "Into the Fire") The ship is powered by a Naquadah reactor, is fueled by Naquadah and has a hull made out of Trinium. The ships length is 4 meters and its width and height is 6.5 meters.

HISTORY:

This ship was used when SG-1 was being held by Hathor's forces. It was hidden away by Bra'tac around one hundred years previously. It was used to attack the gate on P3X-254, and ultimately led to the SGC gaining control of the gate. Since this time, it is unknown what has happened to the death glider. (SG1: "Into the Fire")

FEATURES:

Death gliders are outfitted with broadcast speakers to allow the pilots to terrorize the populations beneath verbally, as well as with their weapons. They are outfitted with removable staff cannons, two to three times larger than standard staff weapons, and utilize the same form of energy, though with a much greater discharge. (ATL: "The Intruder", "Redemption")

A Death Glider's propulsion is achieved not through direct thrust, but, as Samantha CarterSG1 explained, "takes inertia out of the equation." There is also an antigravity system for hovering. There is no capability for faster than light travel. Gliders are capable of landing on smooth terrains, but are primarily designed to facilitate terror and obedience from those beneath. They are, however, more than suited to function as a fighter screen, and engaging in ship to ship combat with other fighters. (: "Tangent")

There are sensors, specifically mentioned by Death Gliders of Anubis, but it is unknown of the exact devices. Communication among and between death gliders is through a small electronic

device placed on the pilot or co-pilot's cheek. It acts as a radio between crafts. (SG1: "The Serpent's Lair", "Revelations")

Since Teal'c's rebellion against the System Lords, a recall device was installed in Death Gliders. Since these Needle Threaders predate that and were discontinued, they should not any of these.

The weaponry of a death glider is a pair of staff cannons, a more powerful version of a staff weapon, but using the same basic technology. They can be removed and used as infantry weaponry, however they are particularly bulky. The cannons are situated perhaps four meters apart on the craft, and only fire in a straight line. Because of this, Death Gliders are ill-suited for anything other than strafing runs on targets. (SG1: "The Fifth Man")

Although not intended as part of its design, the death glider has been successfully flown under water. (SG1: "Descent")

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