Starships D6 / Goauld Teltak



Go'a'uld Tel'tak

Craft: Goa'uld Tel'tak
Type: Cargo Vessel (also potential Scout Vessel)
Scale: Starfighter
Dimensions:
-Length: 15m
-Width: 10m
-Height/Depth: 6.5m
Skill: Starfighter Piloting: Tel'tak
Crew: 1 or 2 (pilot and co-pilot)
Crew Skill: Starfighter Piloting 3D
Passengers: 25 maximum
Cargo Capacity: 35,000 kilograms
Consumables: up to 1 week (more if space is take for supplies)
Cost: 100,000 System Lord credits (new), 60,000 (used)
Hyperdrive: x10
Nav Computer: Yes
Maneuverability: 2D+1
Space: 4
Atmosphere: 280; 800 kmh
Hull: 5D+2
Shields: N/A (can be modified to have 1D+1, or 1 pip per fire arc)
Sensors:
-Passive: 20/0D
-Scan: 40/1D
-Search: 60/2D
-Focus: 3/3D

DESCRIPTION:

Tel'taks are small transport ships used by the Goa'uld, the Jaffa, the Tok'ra and the Lucian Alliance. The Tau'ri also, briefly, used Tel'taks until they aquired hyperspace-capable ships of their own. (SG1: "Fail Safe")

A tel'tak is a cargo ship, sometimes referred to as a scout ship, often used by the Goa'uld, the Jaffa, the Tok'ra and, occasionally, by the Tau'ri to transport goods and passengers. Capable of traveling in hyperspace, most are equipped with cloaking technology, transport rings, and descent pods (at least, those of the Tok'ra are). Tel'taks are maneuverable because of their size, however they are not armed with weapons since they are used primarily as transport vessels, but at least one tel'tak has been modified to carry staff cannons. They possess 4 escape pods, which are located in the piloting sections. Additionally, the tel'tak also possess a Self destruct mechanism. The tel'tak of the bounty hunter Aris Boch could be voice-activated with the command, "Barokna." The tel'tak is slower than ha'taks and al'kesh, but are capable of docking aboard the former. (SG1: "Deadman Switch", "Jolinar's Memories", "Enemies", "Bounty")

The configuration of the ship changes when in flight. The ship is divided into two major sections --

the flight deck, onto which the main entrance opens, and a cargo section in the back with a ring transporter. They are separated by a bulkhead, which is removable to allow for more space during flight. (SG1: "The Devil You Know")

Tel'taks do not usually possess shields, however, cargo ships are able to be modified to be equipped with shields(1D+1, or 1 pip per fire arc). These shields, however, appear to be quite weak, since only a few shots from another modified tel'tak, owned by the bounty hunter Odai Ventrell, were able to take them down. (SG1: "Bounty")

VERSIONS:
-Enhanced Tel'tak: Using the knowledge gained from his second download of the Repository of knowledge, Colonel Jack O'Neill enhanced the engines of a tel'tak to make it fly extraordinarily fast. This enhancement allowed them to conduct a round trip between Praclarush Taonas and Earth at tremendous speed. Jack also made modifications to the tel'tak's ring transporter, making it emit a powerful energy beam which melted a mile of ice in Anartica to gain access to the Anartic outpost buried there. The tel'tak was destroyed by the gravitational pull of a black hole where the planet Hala used to be. (SG1: "Lost City", "New Order, Part I")
-Caius' Cargo Ship: Caius' cargo ship was a modified tel'tak. The smuggler, Caius, designied it to help him get away from tough situations. The two installed modifications include a Phantom vessel generator and a Pulse wave. (SG1: "The Ties That Bind")

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