

FVR Golaas Gunship

SPECS

Class: Capital Ship
In Service: ?
Point Value: ?
Ramming Factor: 185
Jump Delay: N/A

MANEUVERING

Turn Cost: 3/2 Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 6/1
Power Shortage: -4
Initiative Bonus: +0

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

Version 2024/1: Fate

HANGAR

0 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 12/14



WEAPON DATA

Mega Bolt Cannon

Class: Projectile
Modes: Standard
Damage: 16
Range Penalty: -1 per 5 hexes
Fire Control: +2/-2/--
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Bolt Cannon

Class: Projectile
Modes: Standard
Damage: 15
Range Penalty: -1 per 2 hexes
Fire Control: +1/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Gatling Cannon

Class: Projectile
Modes: Raking (2)
Damage: 1d3+3
Range Penalty: -3 per hex
Fire Control: +2/+2/+3
Intercept Rating: -2
(vs Ballistic only)
Rate of Fire: 2 per turn

FWD-SIDE HITS

1-3: Retro Thrust
4-6: Port/Stbd Thrust
7-10: Mega Bolt Cannon
11-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Engine
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-11: Rotary Cannon
12-14: Bolt Cannon
15-16: Sensors
17: Hangar
18-19: Reactor
20: C & C

Special: Mega Bolt Cannon#1 is only destroyed when both forward-side structure blocks are destroyed. Can be hit from either side.

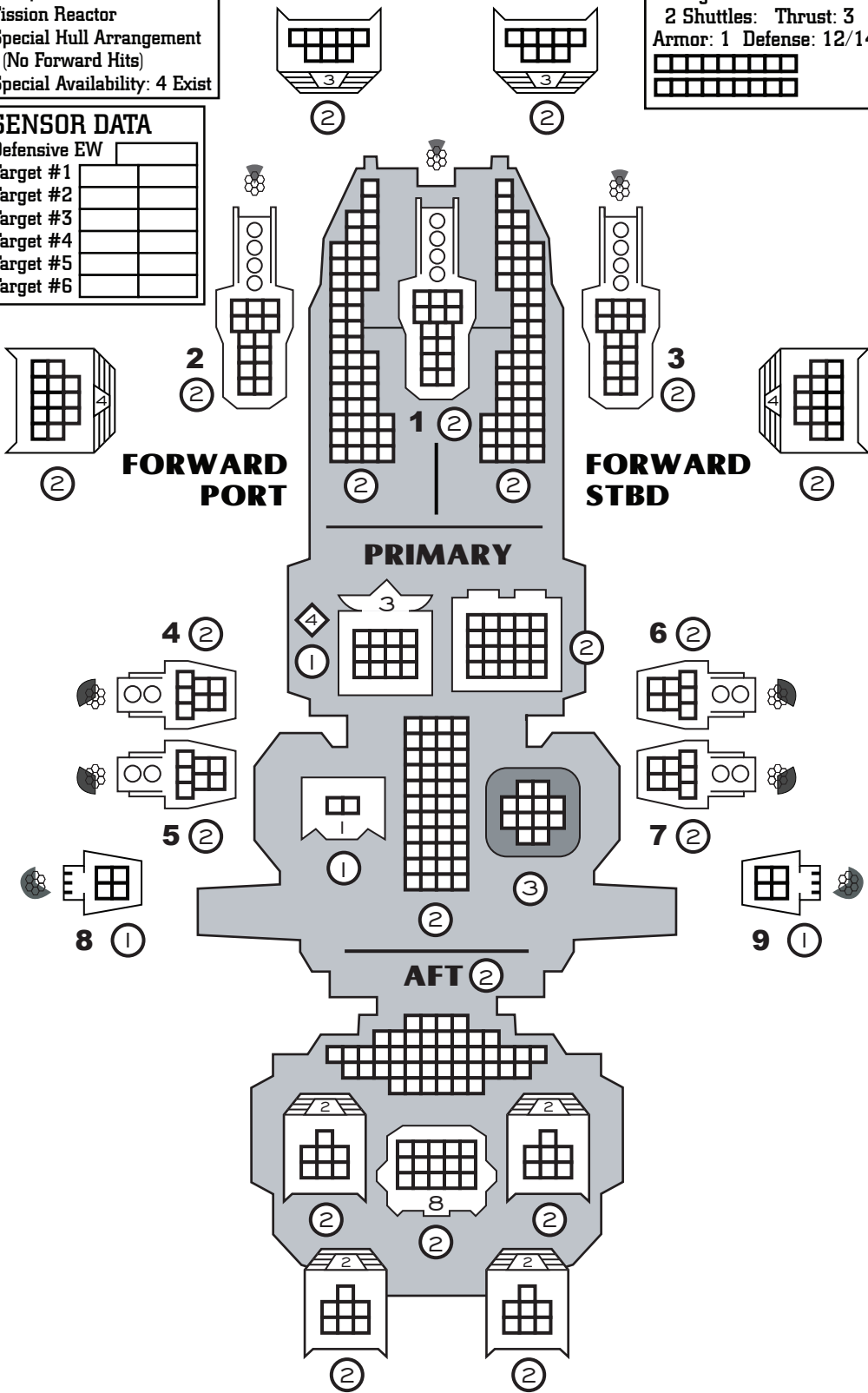
SPECIAL NOTES

Ammo Storage Level 2
Antiquated Sensors
Fission Reactor
Special Hull Arrangement
(No Forward Hits)
Special Availability: 4 Exist

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Mega Bolt Cannon
- Bolt Cannon
- Gatling Cannon