



Invid Gosu Royal Command Battloid



SPECS

Class: Heavy Fighters
 In Service: 2043
 Point Value: 86 each
 Ramming Factor: 25
 Jinking Limit: 6 Lvl

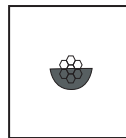
MANEUVERING

Turn Cost: 1/3 Speed
 Turn Delay: 0
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 8
 Stb/Port Defense: 7
 Free Thrust: 12
 Offensive Bonus: +4 (+6)
 Initiative Bonus: +17

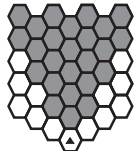
Laser Cannon Arc



Plasma Rifle / Mummer Arc



Mixer/Misfit Missile Arc



ARMOR



Flight Level Combat

5 or more above = 0 Hit
 3-4 above = 1/6 Hit
 1-2 above = 1/3 Hit
 0-2 below = 1/2 Hit
 3-4 below = 2/3 Hit
 5-6 below = 5/6 Hit
 7 or more below = All Hit

WEAPONS

IHB-1 Plasma Rifle
 Number of Guns: 1
 Class: Plasma
 Damage: 1d6+6
 (-1 per 2 hexes)
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -1
 Rate of Fire: 1 per turn
Note: If it does not fire, it can take 2 shots on the next turn.

IHB-2 Laser Cannon
 Number of Guns: 1
 Class: Laser
 Damage: 1d6+2
 Range Penalty: -2 per hex
 Fire Control: n/a
 Intercept Rating: -2
 Rate of Fire: 1 per turn

MISSILE LOADOUTS

290mm Mixer Missiles
 Class: Ballistic
 Damage: 1d6+4
 Max Launch Range: 10 hexes
 Fire Control: +0/+0/+0
 Loadout: 12 missiles
 Cost: 6 points each

180mm Misfit Missiles
 Class: Ballistic
 Damage: Xd6
 Max Launch Range: 6 hexes
 Fire Control: +0/+0/-2
 Loadout: 6 missiles
 Cost: 2 points each
Special: X value is equal to number of missiles fired in a volley. Maximum missiles in one volley is three.

Gosu-B Addition (ISD: 2047):
 +2 Points per Fighter

Mummer Missiles
 Class: Ballistic
 Damage: 1d10+5
 Max Launch Range: 14 hexes
 Fire Control: +0/+0/+0
 Loadout: 4 missiles
 Cost: 10 points each

SPECIAL NOTES

-4 Skindancing Bonus
 +2 Jinking Bonus
 Off Bonus in parenthesis is used only against units powered by protoculture Walker Unit
 Rare Invid Fighter

Flight #1



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Mixer Missiles: [][][][][] 5

Misfit Missiles: [][][][][] 5

Mummer Missiles: [][][][]

(Gosu-B Only)

Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes
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Flight #2



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



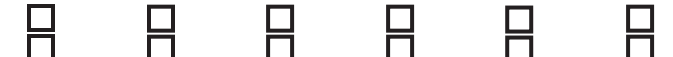
Mixer Missiles: [][][][][] 5

Misfit Missiles: [][][][][] 5

Mummer Missiles: [][][][]

(Gosu-B Only)

Dropped Out
Ftr Destroyed

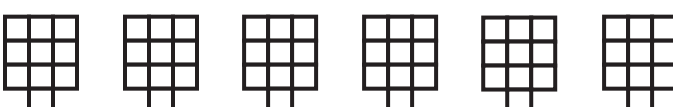


Initiative	Speed	Thrust Used	Jinking	Notes
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Flight #3



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Mixer Missiles: [][][][][] 5

Misfit Missiles: [][][][][] 5

Mummer Missiles: [][][][]

(Gosu-B Only)

Dropped Out
Ftr Destroyed

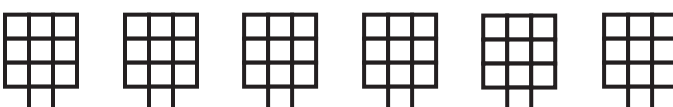


Initiative	Speed	Thrust Used	Jinking	Notes
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Flight #4



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Mixer Missiles: [][][][][] 5

Misfit Missiles: [][][][][] 5

Mummer Missiles: [][][][]

(Gosu-B Only)

Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes
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