

G.O.B.S.!

Famous fleets for fast action

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<u>Name</u>	<u>Class</u>	<u>Armor</u>	<u>Weapons</u>	<u>Torpedoes</u>	<u>Cost</u>	<u>Fleet/Race</u>
TIE fighter	Fighter	None	2 Phsr	None	63	Tyrant Lackeys
Adv. TIE	Fighter	Shields	2 Phsr	Phtns (2)	148	TL
TIE Interceptor	Fighter	None	2 Dis	None	73	TL
TIE Bomber	Gunboat	Shields	2 Phsr	Quntm (2)	225	TL
Shuttle	Shuttle	Shields	1 Phsr	None	60	TL/Freedom Fighters
A-Wing	Fighter	Shields	2 lasers	Fusion (2)	110	FF
B-Wing	Fighter	Shields	2 Phsr	Phtn (2)	160	FF
X-Wing	Fighter	Shields	2 Plsm C	Phtn (2)	270	FF
Y-Wing	Gunboat	Shields	2 Dis	Quntm (2)	205	FF
Corvette	Patrol ship	Shields	3 Dis	Any (3)	175+torps	FF
Smuggler	Patrol ship	Shields	1L, 2 PC	None	175	FF
Frigate	Frigate	Shields	2L, 2PC	Any (4)	195+torps	TL/FF
Battlecruiser	Battleship	Shields	3L, 2PC, 1GB	Any (7)	335+torps	FF
Carrier	Carrier	Shields	4L	None	315	FF
StarDestroyer	Dreadnought	Shields	2L, 4PC, 1GB	Any (8)	455+torps	TL
SuperSD	SDN	Shields	2L, 6PC, 1GB	Any (10)	835+torps	TL
Death Star	Planetsmasher	Shields	4L,6PC,GB,PS	Any	5,355+torps	TL
Slave-1	Gunboat	Shields	2 Dis	Phtn (2)	195	TL
NX-1	Frigate	Densifiers	2 Phsr* **	Fusion (4)	220	Do-Gooders
NCC-1701	Heavy Cruiser	Shields	4 Phsr, 1GB	Phtn (6)	455	DG
B-C	Battleship	Shields	5 Phsr, 1GB	Phtn (7)	560	DG
D-E-?	Dreadnought	Shields	6 Dis, 1GB	Quntm (8)	855	DG
Reliant	Heavy Frigate	Shields	3 Phsr, 1GB	Phtn (4)	410	DG/Überjocks
Defiant	Heavy Frigate	S+Dens	3 PC, 1GB	Any (4)	395+torps	DG (gains MT shift)
Voyager	Heavy Cruiser	Shields	4 Dis, 1GB	Quntm (6)	595	DG
Runabout	Gunboat	Shields	2 Phsr*	None	125	DG
Delta Flyer	Gunboat †	Shields	2 Phsr*	None	150	DG
Fed. Shuttle	Shuttle	Shields	1 Phsr*	None	60	DG
Klingon Scout	Gunboat	Densifiers	2 Dis	Phtn (2)	160	Boneheads/DG/Üj
K D-7	Battleship	Densifiers	5 Dis, 1GB	Phtn (7)	505	BH
K D-9	SDN	Densifiers	8 Dis, 1GB	Phtn (10)	990	BH
Romulan						
B of P (TOS)	Frigate	Densifiers	1 Spinal	Fusion (4)	370	Mean Thinkers
B o P (TNG)	Dreadnought	Shields	6 Dis, 1GB	Any (8)	390+torps	MT
Cardassian						
Destroyer	HC	Shields	4 Dis, 1GB	Photon (6)	475	
Battlecruiser	Battleship	Shields	5 Dis, 1GB	Photon (7)	585	
Dreadnought	Dreadnought	Shields	6 Dis, 1GB	Quantum (8)	855	
Tholians	Patrol ship	Shields	1L, Web	None	145	Spiders
Borg Scout	Frigate	Shields	2 Grav Beam	Any (4)	195+torps	Drones
Cube	Planetsmasher	Shields+2	6GB, 6PC, PS	Any	5705+torps	Drones

Moves as a Frigate!

* The NX-1, Runabouts, the Delta Flyer and Federation Shuttles are all equipped with a weak grav beam type system that can only be used for towing. It will not inflict damage, and cannot be otherwise used to move a vessel. For the NX-1's grapples, treat this as a mass weapon attack, not an energy attack.

** Yes, the NX-1 is understrength; it was built as an exploratory vessel. The wartime NX-1 is equipped with the equivalent of 4 phasers (increase cost appropriately).

† The Delta Flyer has the movement stats of a fighter. It is a unique vessel; only one may be purchased, and it must be paired with the Voyager heavy cruiser.

Want to get started with **G.O.B.S.!**, but don't know where to start? Use the above chart to create fleets you can use and enjoy right away; just record the stats for each ship, total up the provided costs, and launch yourself to victory!

The chart is not exhaustive, but should serve as a guideline for developing other ships and objects familiar to fans of these milieu. You may disagree with my ratings; that's okay, I was just going with my general impressions on relative strengths and abilities after years of viewing. The chart ignores the terminology of the sources in favor of relative strength; it assumes (for example) that the later weapons technology of a series set 75 years in another series' future has advanced considerably, though the name for the weapon in the two series has not changed. (Similar to how a cannon of today is far superior to a cannon of 1862). Similarly, some ships may gain abilities in *G.O.B.S.!* that are not reflected in the source (using tractor beams as Grav Beam weapons, for example). You can rule these abilities out, or decide that the cultures in the series just haven't hit on alternative uses for tractor beam technology. (The Borg, however, have clearly figured out that if you can grab the whole ship, you can also just grab *part* of it! R-rrriipp...)

Naturally, the various names of vessels, races and what not are the property of their respective owners, and should not be construed as an endorsement of *G.O.B.S.!* on their part, or of any affiliation whatsoever. My copyright extends only to the detailed stats of the chart and any and all terms devised by myself (as "Tyrant Lackeys," "Do-Gooders," "Boneheads," "Überjocks," "Planetsmasher," and "Mean Thinkers.")