

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.")