



# Ship Datacard

Govall Bombardment DD

SHIP NAME:

ID:

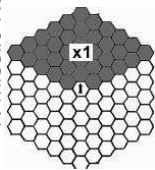
SQUADRON:

CMD RATING: 6  
CMD COST: 2  
DEF RATING: 14  
ARMOR: 4/4  
SENSOR: 9  
AVAIL: Common

RACE: Llort  
CLASS: Govall Destroyer  
CATEGORY: HCV  
YEAR IN SERVICE: 2241  
Jump Drive: No  
POINT VALUE: 465

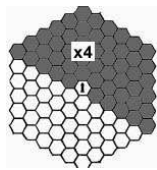
R-Missile Rack

Class: Ballistic  
Range: 12  
Fire Control: d8/d8/d6  
Damage: by missile  
Max Shots/Turn: 3



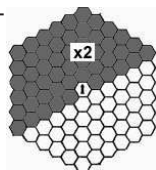
S-Missile Rack

Class: Ballistic  
Range: 12  
Fire Control: d8/d8/d6  
Damage: by missile  
Max Shots/Turn: 2



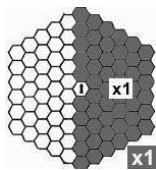
Ion Torpedo

Class: Ballistic  
Range: 32  
Fire Control: d10/d8/d6  
Damage: d12  
Max Shots/Turn: 2



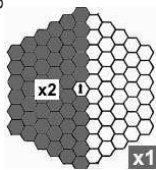
Twin Array

Class: Particle  
Range: 1/2/3/4  
Fire Control: d10/d12/d12  
Damage: d6  
Max Shots/Turn: 3x2



Scattergun

Class: Particle  
Range: 1/2/3/4  
Fire Control: d10/d10/d12  
Damage: d6  
Max Shots/Turn: 3xd6



NOTES:

STRUCTURAL DATA

RATING/NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE																														
SENSORS																														
R-Missile																														
S-Missile																														
Ion Torpedo																														
Twin Array																														
Scattergun																														

MANEUVERING DATA

SPEED/RATING	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COME ABOUT																														
HARD TURN																														
COURSE CORRECT																														
TURN																														
MAX ACCEL																														
MAX DECEL																														

Version 1.0



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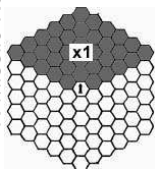
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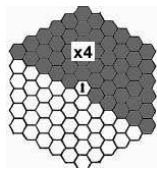
R-Missile Rack

Class: Ballistic  
Range: 12  
Fire Control: d8/d8/d6  
Damage: by missile  
Max Shots/Turn: 3



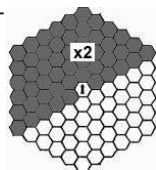
S-Missile Rack

Class: Ballistic  
Range: 12  
Fire Control: d8/d8/d6  
Damage: by missile  
Max Shots/Turn: 2



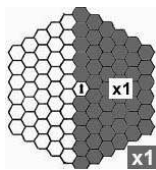
Ion Torpedo

Class: Ballistic  
Range: 32  
Fire Control: d10/d8/d6  
Damage: d12  
Max Shots/Turn: 2



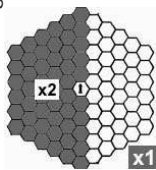
Twin Array

Class: Particle  
Range: 1/2/3/4  
Fire Control: d10/d12/d12  
Damage: d6  
Max Shots/Turn: 3x2



Scattergun

Class: Particle  
Range: 1/2/3/4  
Fire Control: d10/d10/d12  
Damage: d6  
Max Shots/Turn: 3xd6



NOTES:

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