

STARMADA ADMIRALTY EDITION SHIPBUILDER

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CLASS	Gimantis
RACE	Vitoran
TYPE	Battle Cruiser

CORE EDITION
Version 2.2
24-Apr-08

HULL	15
ENGINES	5
SHIELDS	4
Screens?	No

TECH RANGE	2
Engines Tech Level	+1
Fighter Tech Level	
General Tech Level	
Shields Tech Level	
Weapons Tech Level	+1

ORAT	2991.4
DRAT	172.0
CRAT	717

SPACE UNITS	
USED	REMAIN
	3381
1065	2316
668	1648

BATTERY X		RNG	ROF	ACC	IMP	DMG
R.L.F.W. Spinal Mount		24	1	5+	4	2
WEAPON TRAITS	Area Effect		Slow-Firing			
ARCS	G					AMMO
#	2					

44.20	
1.20	
4	
152	1496

BATTERY Y		RNG	ROF	ACC	IMP	DMG
Plasma Pulse Cannon Mk II		12	2	4+	1	1
WEAPON TRAITS	Increased Hits		Inv. Range-Based ROF		Slow-Firing	
ARCS	HGI	CE	DB			AMMO
#	3	2	2			

12.00	
2.76	
24	
576	920

BATTERY Z		RNG	ROF	ACC	IMP	DMG
Railgun; 4" Triple Mount Mk II		9	3	5+	2	1
WEAPON TRAITS	Anti-Fighter		Piercing			
ARCS	ACE	BDF				AMMO
#	2	2				

16.20	
1.82	
16	
336	584

OPTIONS	#
Hyperdrive	
Marines	10
Countermeasures	
Fire Control	
Anti-Fighter Batteries	4

170	414
50	364
170	194
170	24
20	4
0	4
0	4
0	4
0	4
0	4

GIMANTIS-class VITORAN BATTLE CRUISER

717

HULL					
15	14	13	12	11	10
9	8	7	6	5	4
3	2	1			

ENGINES				
5	5	5	4	4
3	3	3	2	2
1	1	1		

SHIELDS				
4	4	4	4	3
3	3	2	2	2
1	1	1		

WEAPONS					
1	2	3	4	5	6
X	Y	Y	Y	Z	Z

STARMADA

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	RNG	ROF	ACC	IMP	DMG
X	24	1	5+	4	2
	R.L.F.W. Spinal Mount				
	<i>Area Effect; Slow-Firing</i>				
	[G] [G]				

	RNG	ROF	ACC	IMP	DMG
Y	12	2	4+	1	1
	Plasma Pulse Cannon Mk II				
	<i>Increased Hits; Inv. Range-Based ROF; Slow-Firing</i>				
	[HGI] [HGI] [HGI] [CE] [CE] [DB] [DB]				

	RNG	ROF	ACC	IMP	DMG
Z	9	3	5+	2	1
	Railgun; 4" Triple Mount Mk II				
	<i>Anti-Fighter; Piercing</i>				
	[ACE] [ACE] [BDF] [BDF]				

SPECIAL	<i>Hyperdrive; Marines (10); Countermeasures; Fire Control; Anti-Fighter Batteries (4)</i>
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GAME TURN	MOVEMENT ORDERS	SPEED	FIRED	NOTES
1			<input type="checkbox"/>	
2			<input type="checkbox"/>	
3			<input type="checkbox"/>	
4			<input type="checkbox"/>	
5			<input type="checkbox"/>	
6			<input type="checkbox"/>	
7			<input type="checkbox"/>	
8			<input type="checkbox"/>	
9			<input type="checkbox"/>	
10			<input type="checkbox"/>	

GIMANTIS-class VITORAN BATTLE CRUISER

717

HULL					
15	14	13	12	11	10
9	8	7	6	5	4
3	2	1			

ENGINES				
5	5	5	4	4
3	3	3	2	2
1	1	1		

SHIELDS				
4	4	4	4	3
3	3	2	2	2
1	1	1		

WEAPONS					
1	2	3	4	5	6
X	Y	Y	Y	Z	Z

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	RNG	ROF	ACC	IMP	DMG
X	24	1	5+	4	2
	R.L.F.W. Spinal Mount				
	<i>Area Effect; Slow-Firing</i>				
	[G] [G]				

	RNG	ROF	ACC	IMP	DMG
Y	12	2	4+	1	1
	Plasma Pulse Cannon Mk II				
	<i>Increased Hits; Inv. Range-Based ROF; Slow-Firing</i>				
	[HGI] [HGI] [HGI] [CE] [CE] [DB] [DB]				

	RNG	ROF	ACC	IMP	DMG
Z	9	3	5+	2	1
	Railgun; 4" Triple Mount Mk II				
	<i>Anti-Fighter; Piercing</i>				
	[ACE] [ACE] [BDF] [BDF]				

SPECIAL	<i>Hyperdrive; Marines (10); Countermeasures; Fire Control; Anti-Fighter Batteries (4)</i>
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GAME TURN	MOVEMENT ORDERS	SPEED	FIRED	NOTES
1			<input type="checkbox"/>	
2			<input type="checkbox"/>	
3			<input type="checkbox"/>	
4			<input type="checkbox"/>	
5			<input type="checkbox"/>	
6			<input type="checkbox"/>	
7			<input type="checkbox"/>	
8			<input type="checkbox"/>	
9			<input type="checkbox"/>	
10			<input type="checkbox"/>	

(717) Gimantis-class Vitoran Battle Cruiser

Hull: 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1

Engines: 5 5 5 4 4 4 3 3 3 2 2 2 1 1 1

Shields: 4 4 4 4 3 3 3 3 2 2 2 2 1 1 1

Weapons:

1:X 2:Y 3:Y 4:Y 5:Z 6:Z

X: R.L.F.W. Spinal Mount: 8/16/24, 1/5+/4/2

Area Effect; Slow-Firing

[G][G]

Y: Plasma Pulse Cannon Mk II: 4/8/12, 2/4+/1/1

Increased Hits; Inv. Range-Based ROF; Slow-Firing

[HGI][HGI][HGI][CE][CE][DB][DB]

Z: Railgun; 4" Triple Mount Mk II: 3/6/9, 3/5+/2/1

Anti-Fighter; Piercing

[ACE][ACE][BDF][BDF]

Special: Hyperdrive; Marines (10); Countermeasures; Fire Control;