



Ghotekhen Cornuta Heavy Cruiser

SPECS Class: Capital Ship In Service: 1930 Point Value: 875 Ramming Factor: 360 Jump Delay: 24 Turns		MANEUVERING Turn Cost: 1 x Speed Turn Delay: 1 x Speed Accel/Decel Cost: 5 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 3+3 Thrust		COMBAT STATS Fwd/Aft Defense: 16 Stb/Port Defense: 17 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: +0		WEAPON DATA Hvy Plasma Projector Class: Plasma Modes: Raking (8) Dmg: 5d10+12 (-1 per 4 hexes) Range Penalty: -1 per 3 hexes Fire Control: +4/+1/-- Intercept Rating: n/a Rate of Fire: 1 per 4 turns								
Speed	1	2	3	4	5	6	7	8	9	10	11	12	Plasma Projector Class: Plasma Modes: Standard Dmg: 4d10+5 (-1 per 4 hexes) Range Penalty: -1 per 2 hexes Fire Control: +3/+2/-- Intercept Rating: n/a Rate of Fire: 1 per 3 turns	
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12	Plasma Blaster Class: Plasma Modes: Standard Dmg: 2d10+14 (-1 per hex) Range Penalty: -2 per 3 hexes Fire Control: +3/+1/-3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns	
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12	Plasma Beam Class: Plasma Modes: Standard Dmg: 1d10+5 (-1 per 2 hexes) Range Penalty: -1 per hex Fire Control: +2/+2/-1 Intercept Rating: n/a Rate of Fire: 1 per turn	

FORWARD HITS

- 1-2: Retro Thrust
- 3-5: Plasma Projector
- 6-7: Plasma Beam
- 8-9: Plasma Web
- 10-11: Plasma Battery
- 12-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-2: Port/Stb Retro
- 3-5: Port/Stb Thrust
- 6-7: Hvy Plasma Projector
- 8-9: Plasma Blaster
- 10-11: Plasma Beam
- 12: Heavy Plasma Web
- 13: Plasma Battery
- 14: Port/Stb Hangar
- 15-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-7: Main Thrust
- 8-9: Plasma Projector
- 10: Plasma Blaster
- 11-12: Plasma Beam
- 13-18: Aft Structure
- 19-20: PRIMARY Hit

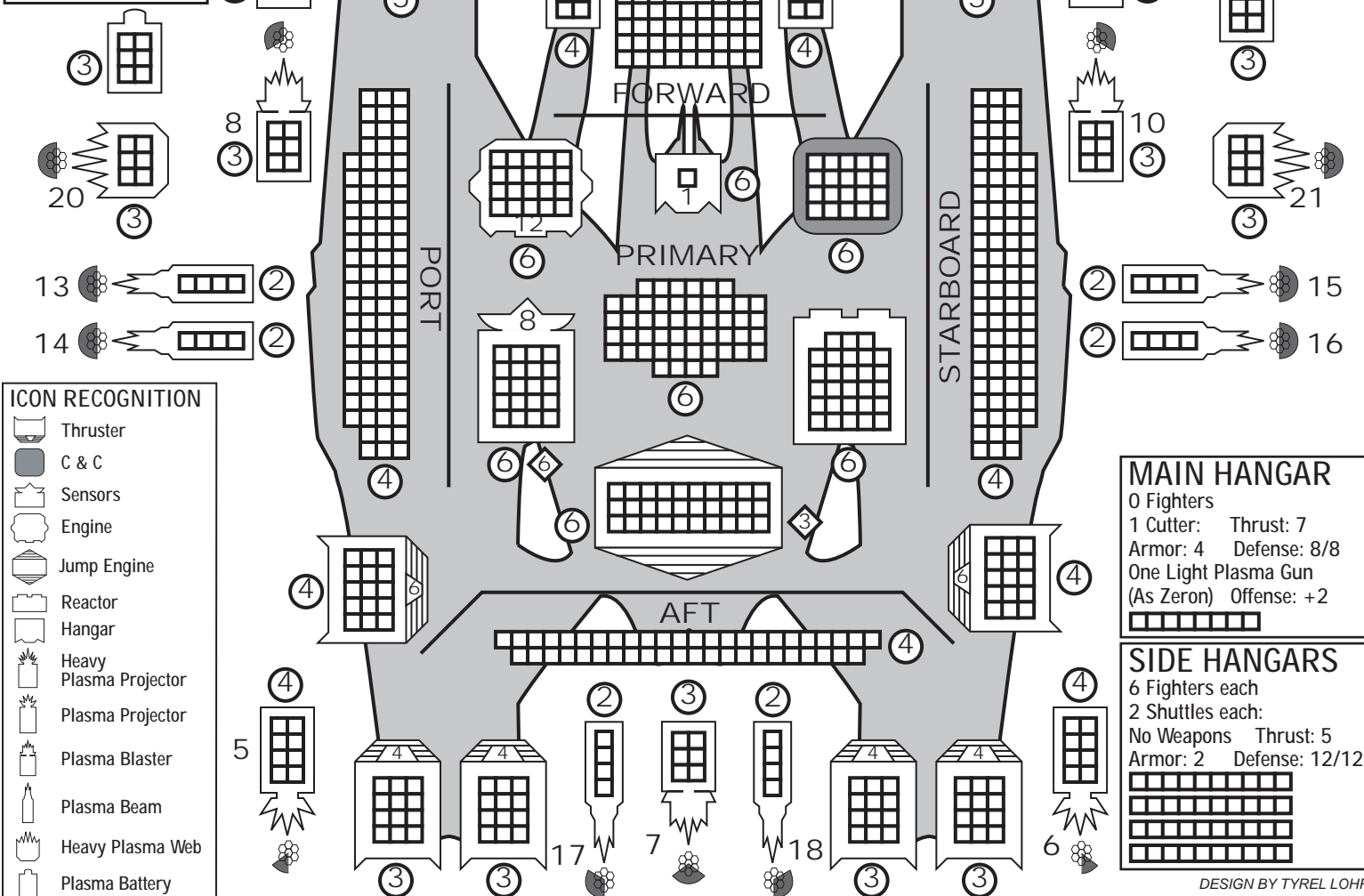
PRIMARY HITS

- 1-8: Primary Structure
- 9-10: Jump Engine
- 11-12: Sensors
- 13: Hangar
- 14-16: Engine
- 17-19: Reactor
- 20: C&C

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Heavy Plasma Projector
- Plasma Projector
- Plasma Blaster
- Plasma Beam
- Heavy Plasma Web
- Plasma Battery

MAIN HANGAR

0 Fighters

1 Cutter: Thrust: 7
Armor: 4 Defense: 8/8

One Light Plasma Gun
(As Zeron) Offense: +2

SIDE HANGARS

6 Fighters each

2 Shuttles each

No Weapons Thrust: 5
Armor: 2 Defense: 12/12