



Ghotekhen Cornuta Heavy Cruiser

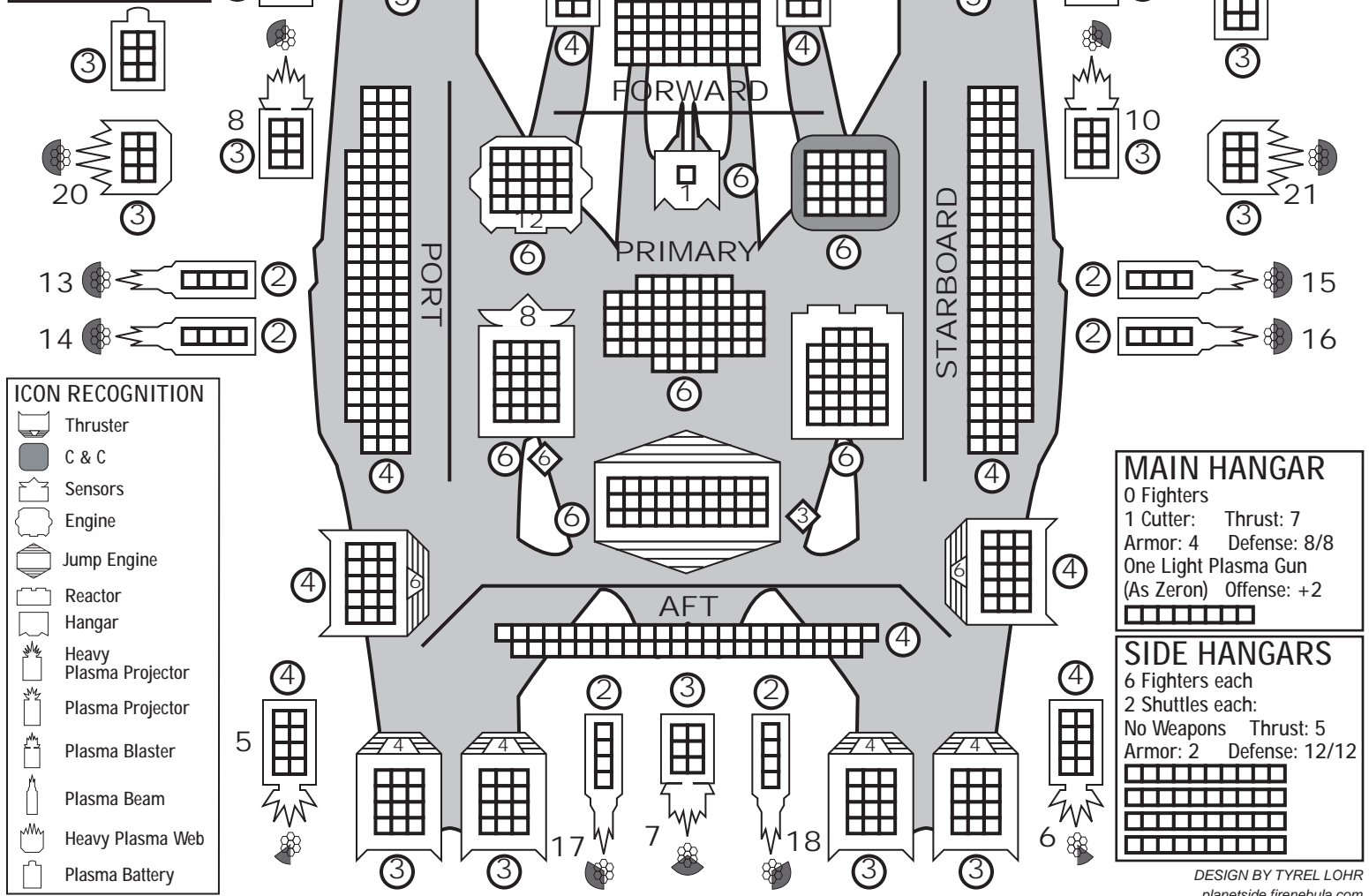
SPECS Class: Capital Ship In Service: 1930 Point Value: 875 Ramming Factor: 360 Jump Delay: 24 Turns		MANEUVERING Turn Cost: 1 x Speed Turn Delay: 1 x Speed Accel/Decel Cost: 5 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 3+3 Thrust		COMBAT STATS Fwd/Aft Defense: 16 Stb/Port Defense: 17 Engine Efficiency: 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 Reactor
 - 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