

Gorn BH-1 Battleship

SPECS

Class: Capital Ship
In Service: 2247
Point Value: 825
Ramming Factor: 230
Warp Delay: 8 Turns

MANEUVERING

Turn Cost: 4/3 x Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 17
Stb/Port Defense: 18
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

WEAPON DATA

Med. Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Light Photon Torpedo

Class: Ballistic + Antimatter
Mode: Standard
Damage: X+10
Max X: 10
Range Penalty: None
Max Range: 35 hexes
Fire Control: +3/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Plasma Repeater

Class: Plasma
Modes: Standard
Damage: 1d10+2 (-1 per hex)
Range Penalty: -1 per hex after range 3
Fire Control: +1/+2/+3
Intercept Rating: -1
Rate of Fire: 2 per turn

Deflector Shield

Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

- ### FORWARD HITS
- 1-2: Deflector Shield
 - 3-4: Med Plasma Cannon
 - 5-7: Lt Photon Torpedo
 - 10-11: Plasma Repeater
 - 12-18: Forward Structure
 - 19-20: PRIMARY Hit

SPECIAL NOTES

Limited Availability (33%)
Gravitic Drive System
Impulse Drive

- ### SIDE HITS
- 1-2: Lt Photon Torpedo
 - 3-6: Particle Driver
 - 7-9: Warp Engine
 - 10-18: Port/Stb Structure
 - 19-20: PRIMARY Hit

SENSOR DATA

Defensive EW

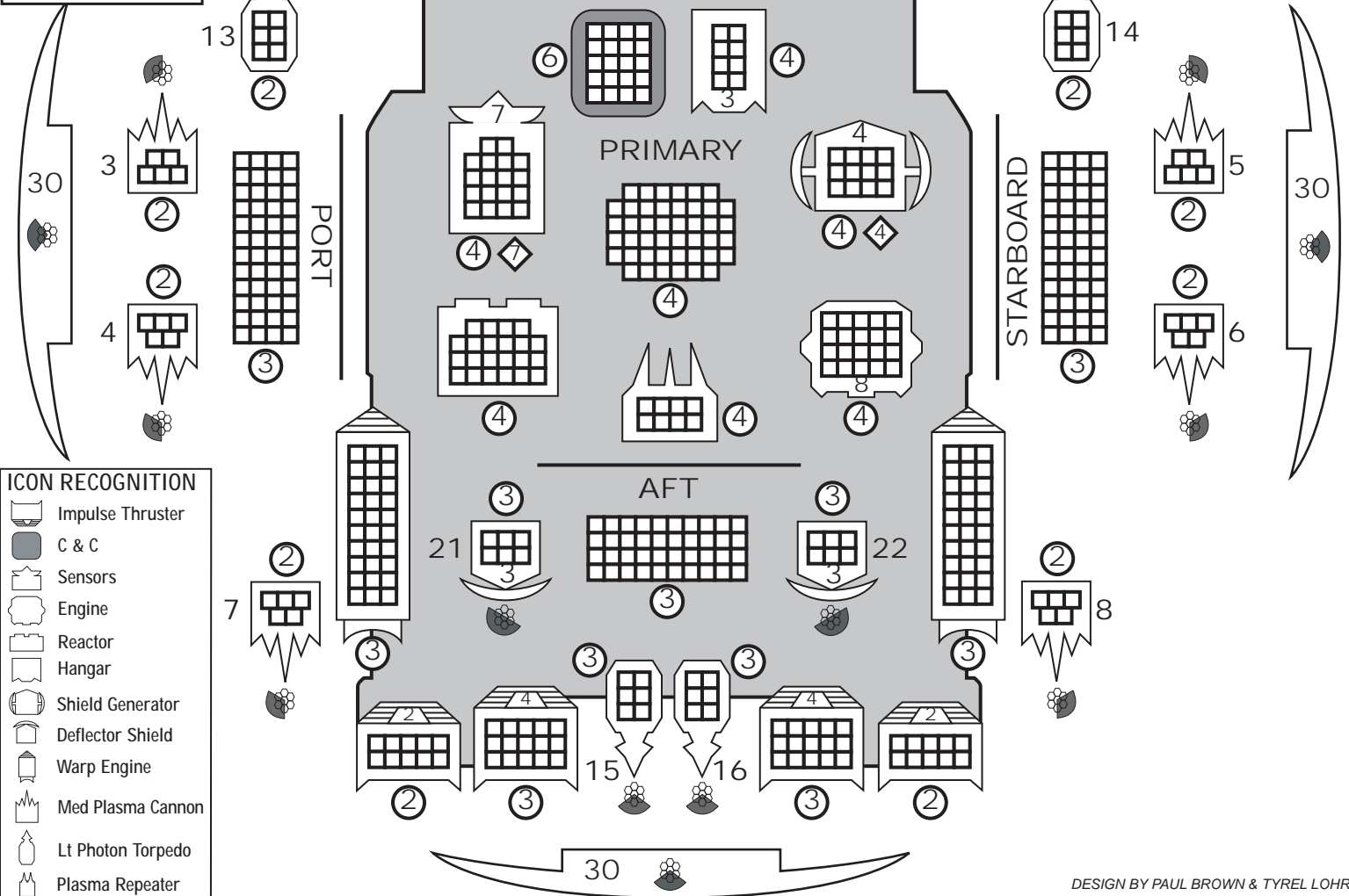
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

- ### AFT HITS
- 1-4: Impulse Thruster
 - 5: Deflector Shield
 - 6-7: Lt Photon Torpedo
 - 8-9: Med Plasma Cannon
 - 10-11: Warp Engine
 - 12-18: Aft Structure
 - 19-20: PRIMARY Hit

- ### PRIMARY HITS
- 1-7: Primary Structure
 - 8: Tractor Beam
 - 9-10: Shield Generator
 - 11-12: Sensors
 - 13-15: Hangar
 - 16-17: Engine
 - 18-19: Reactor
 - 20: C&C

Note: Warp engines are part of both aft and appropriate side structure.

HANGAR
0 Fighters
8 Shuttles



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Med Plasma Cannon
- Lt Photon Torpedo
- Plasma Repeater