



Gorn CL Light Cruiser

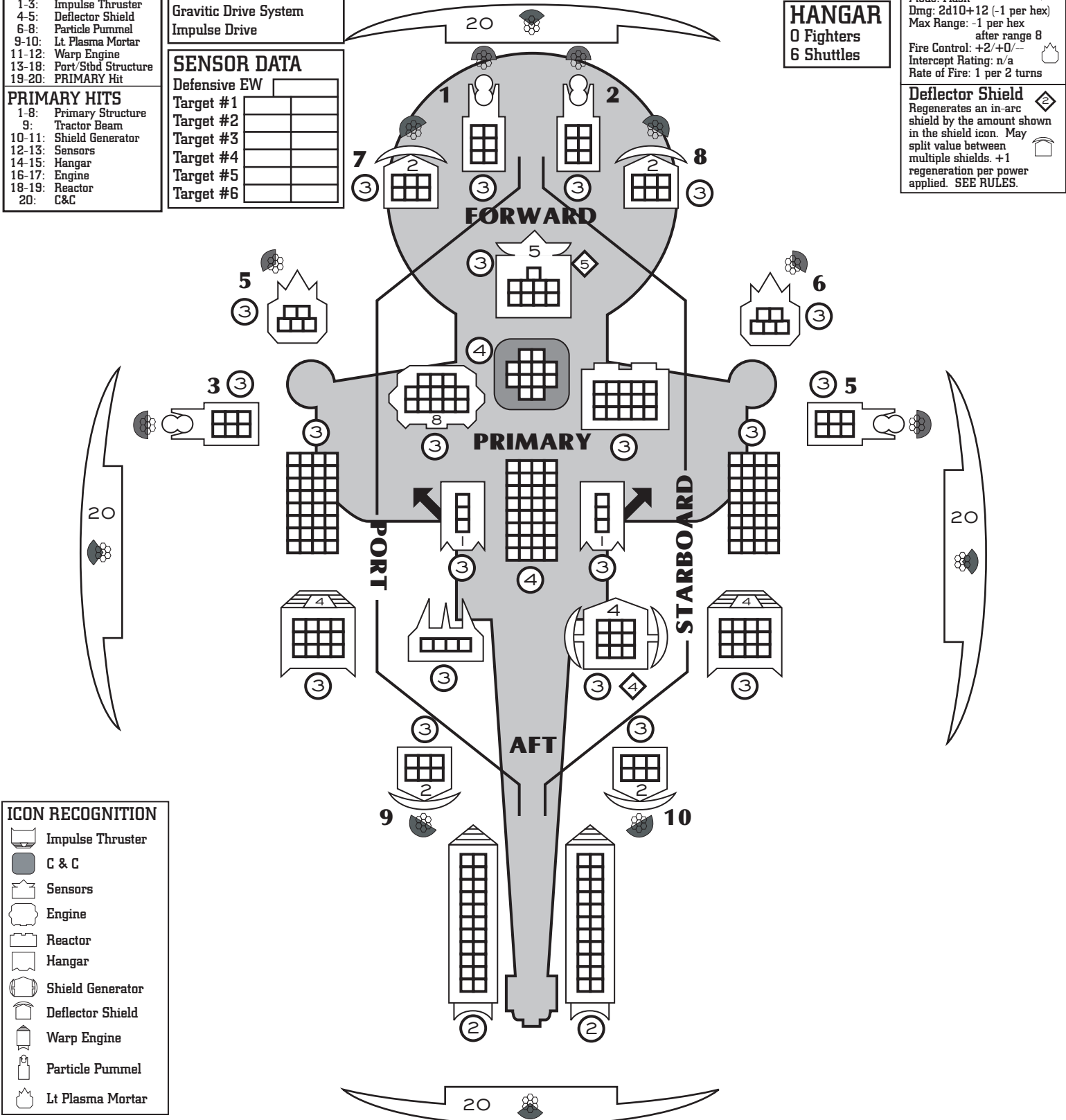
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2219	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value: 300	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 4/1
Ramming Factor: 96	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 12 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA	
Particle Pummel	
Class: Particle	③
Modes: Standard	
Dmg: 1d10+6	
Range Penalty: -2/3 hexes	
Fire Control: +3/+3/+2	
Intercept Rating: -2	
Rate of Fire: 1 per 2 turns	
Light Plasma Mortar	
Class: Plasma	③
Mode: Flash	
Dmg: 2d10+12 (-1 per hex)	
Max Range: -1 per hex after range 8	
Fire Control: +2/+0/-	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
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.	②

SIDE HITS	
1-3:	Impulse Thruster
4-5:	Deflector Shield
6-8:	Particle Pummel
9-10:	Lt Plasma Mortar
11-12:	Warp Engine
13-18:	Port/Stbd Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-8:	Primary Structure
9:	Tractor Beam
10-11:	Shield Generator
12-13:	Sensors
14-15:	Hangar
16-17:	Engine
18-19:	Reactor
20:	C&C

SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
0 Fighters
6 Shuttles



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Particle Pummel
	Lt Plasma Mortar