



Gorn DD Destroyer

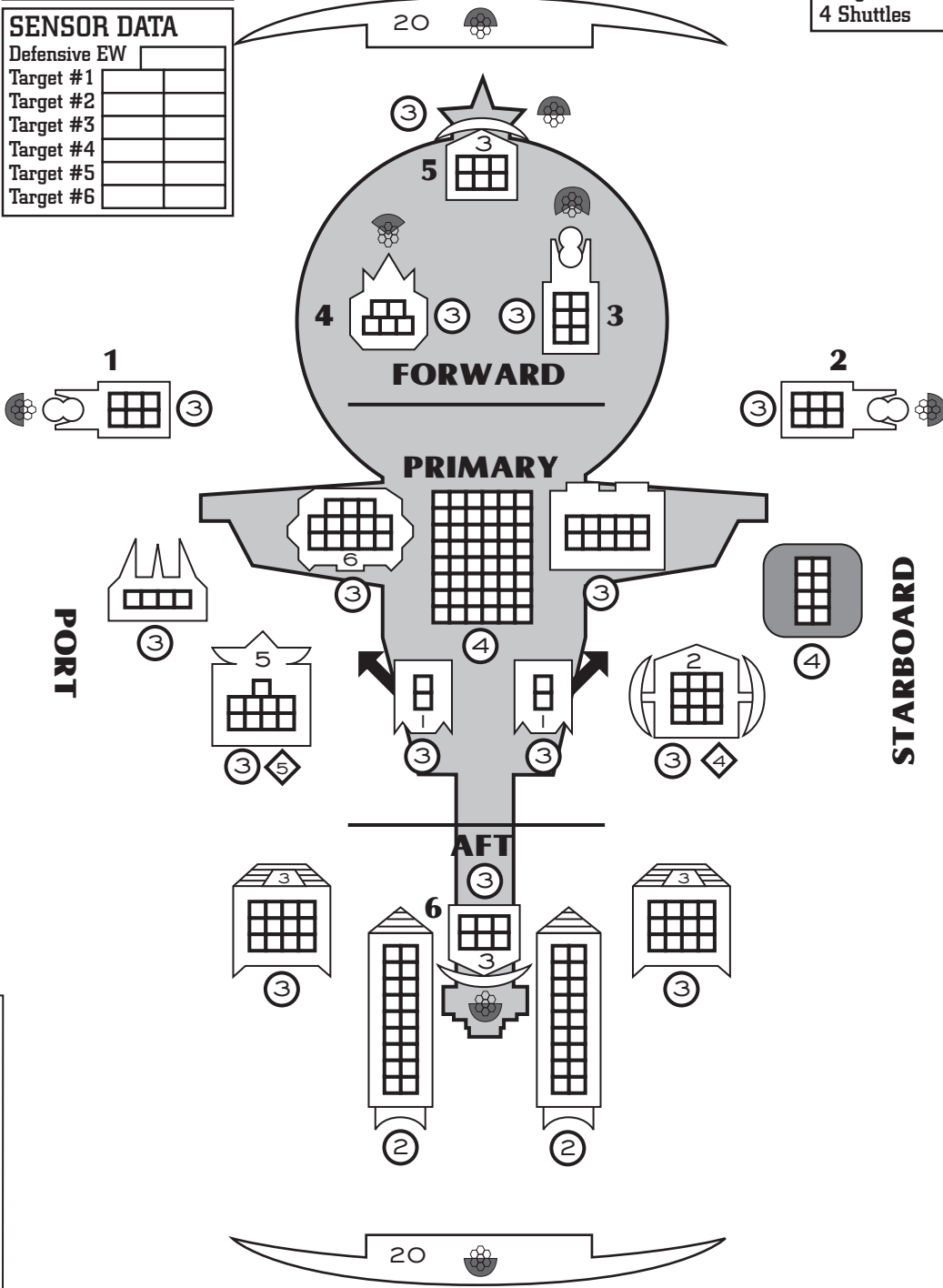
SPECS Class: Medium Ship In Service: 2219 Point Value: 200 Ramming Factor: 45 Warp Delay: 10 Turns	MANEUVERING Turn Cost: 1/2 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 2+2 Thrust	COMBAT STATS Fwd/Aft Defense: 11 Stb/Port Defense: 13 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA
Particle Pummel Class: Particle 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 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.

HANGAR
0 Fighters
4 Shuttles

FORWARD HITS 1-3: Deflector Shield 4-7: Particle Pummel 8-10: Lt. Plasma Mortar 11-18: Structure 19-20: PRIMARY Hit
AFT HITS 1-4: Impulse Thruster 5-6: Deflector Shield 7-10: Warp Engine 11-18: 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



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