



# Gorn DNF Dreadnought

<b>SPECS</b> Class: Capital Ship In Service: 2265 Point Value: 600 Ramming Factor: 200 Warp Delay: 8 Turns	<b>MANEUVERING</b> Turn Cost: 1x Speed Turn Delay: 1x Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 3+3 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 15 Stb/Port Defense: 17 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12

<b>WEAPON DATA</b> <b>Particle Pummel</b> 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
<b>Plasma Shotgun</b> Class: Plasma Mode: Standard Dmg: 2d10+12 (-1 per hex after range 10) Range Penalty: -1 per 2 hexes Fire Control: +3/+3/+2 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
<b>Plasma Blaster</b> Class: Plasma Modes: Standard Damage: 1d10+2 (-1 per hex after range 3) Range Penalty: -1 per hex Fire Control: +1/+2/+3 Intercept Rating: -1 Rate of Fire: 2 per turn

**HANGAR**  
0 Fighters  
8 Shuttles

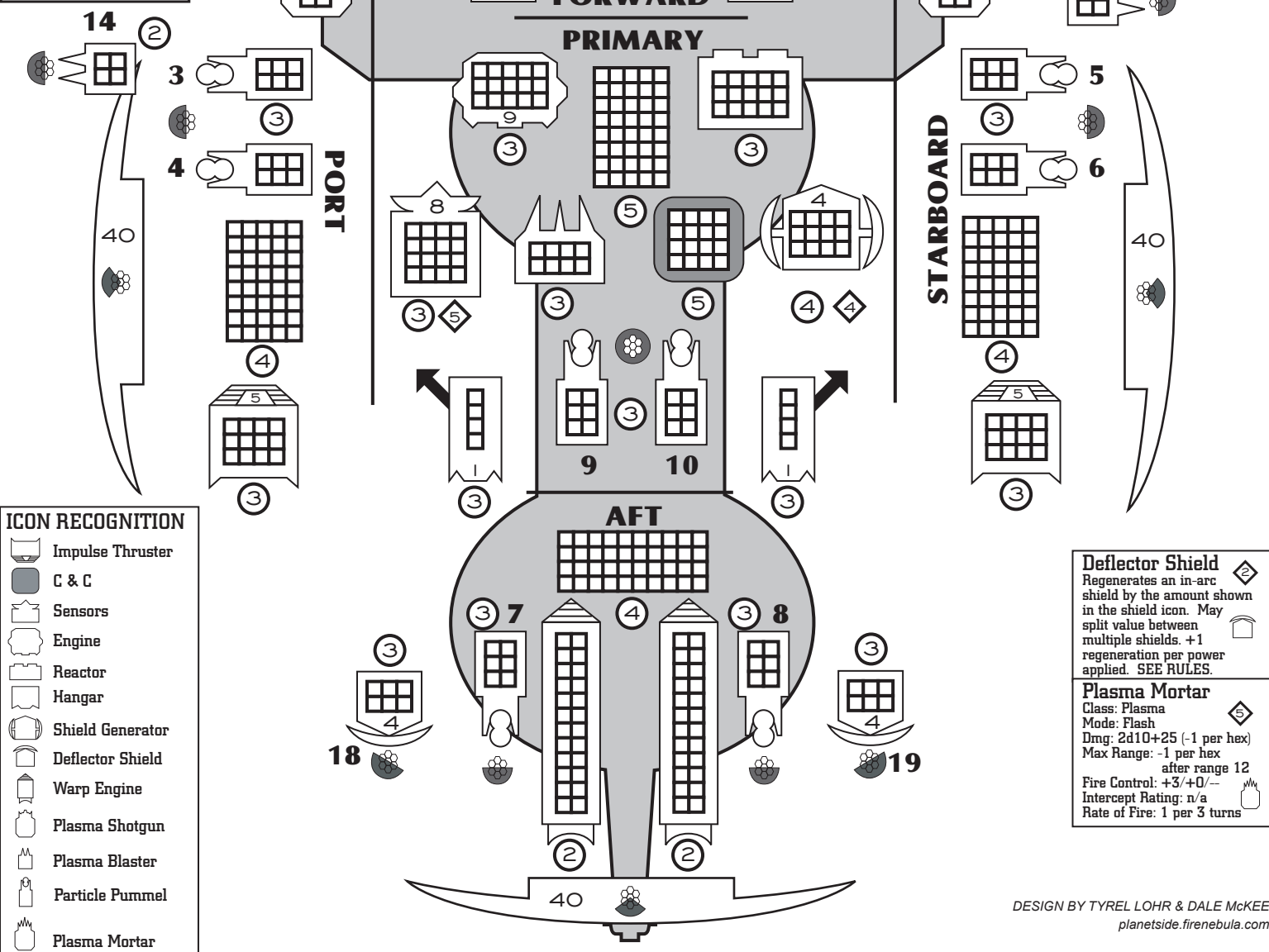
- FORWARD HITS**  
1-3: Deflector Shield  
4-6: Plasma Mortar  
7-10: Particle Pummel  
11-18: Forward Structure  
19-20: PRIMARY Hit
- SIDE HITS**  
1-3: Particle Pummel  
4-6: Plasma Shotgun  
7-9: Plasma Blaster  
10-13: Impulse Thruster  
14-18: Port/Stb Structure  
19-20: PRIMARY Hit
- AFT HITS**  
1-4: Particle Pummel  
5-6: Deflector Shield  
11-12: Warp Engine  
13-18: Aft Structure  
19-20: PRIMARY Hit
- PRIMARY HITS**  
1-8: Primary Structure  
9: Tractor Beam  
10-11: Particle Pummel  
12: Shield Generator  
13: Sensors  
14-15: Hangar  
16-17: Engine  
18-19: Reactor  
20: C&C

**SPECIAL NOTES**  
Restricted Deployment (10%)  
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
  - Plasma Shotgun
  - Plasma Blaster
  - Particle Pummel
  - Plasma Mortar

<b>Deflector Shield</b> 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.
<b>Plasma Mortar</b> Class: Plasma Mode: Flash Dmg: 2d10+25 (-1 per hex after range 12) Max Range: -1 per hex Fire Control: +3/+0/- Intercept Rating: n/a Rate of Fire: 1 per 3 turns