



Gorn HDD Heavy Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13
In Service: 2265	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 400	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 100	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 8 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 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA

Particle Pummel	3
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	

Plasma Shotgun	6
Class: Plasma	
Modes: Standard	
Dmg: 2d10+12 (-1 per hex after range 10)	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+1/-	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	

Plasma Blaster	2
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	

Deflector Shield	2
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.	

SIDE HITS

1-3: Impulse Thruster
 4-5: Deflector Shield
 6-8: Particle Pummel
 9: Plasma Shotgun
 10-11: Plasma Blaster
 12-13: Warp Engine
 14-18: Port/Stbd Structure
 19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
 8: Tractor Beam
 9-10: Particle Pummel
 11: Shield Generator
 12-13: Sensors
 14-15: Hangar
 16-17: Engine
 18-19: Reactor
 20: C&C

SPECIAL NOTES

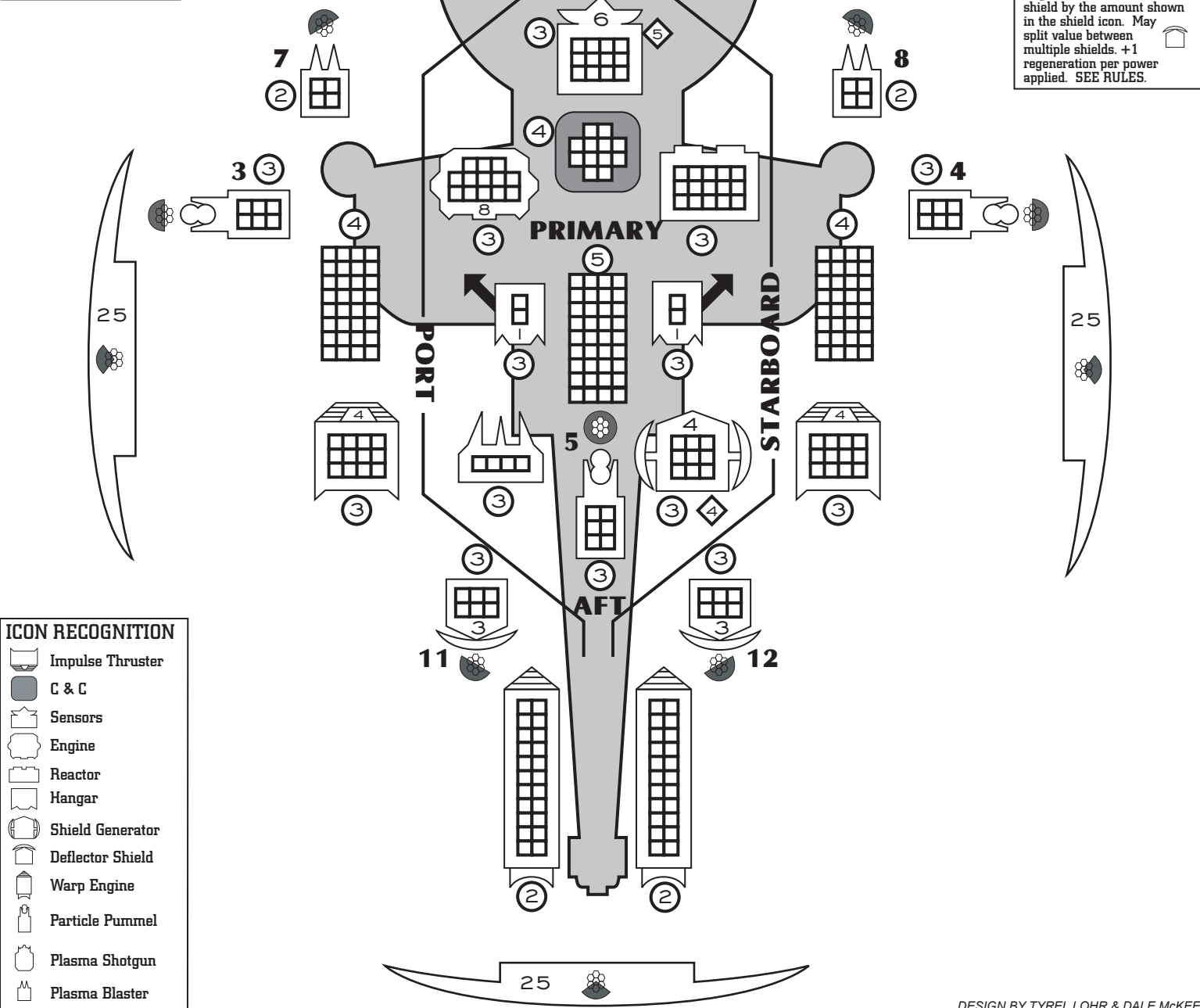
Gravitic Drive System
 Impulse Drive

SENSOR DATA

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

HANGAR

0 Fighters
 4 Shuttles



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Particle Pummel
- Plasma Shotgun
- Plasma Blaster