



Gorn SC Scout

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: +2
Initiative Bonus: +12

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.

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

HANGAR

0 Fighters
4 Shuttles

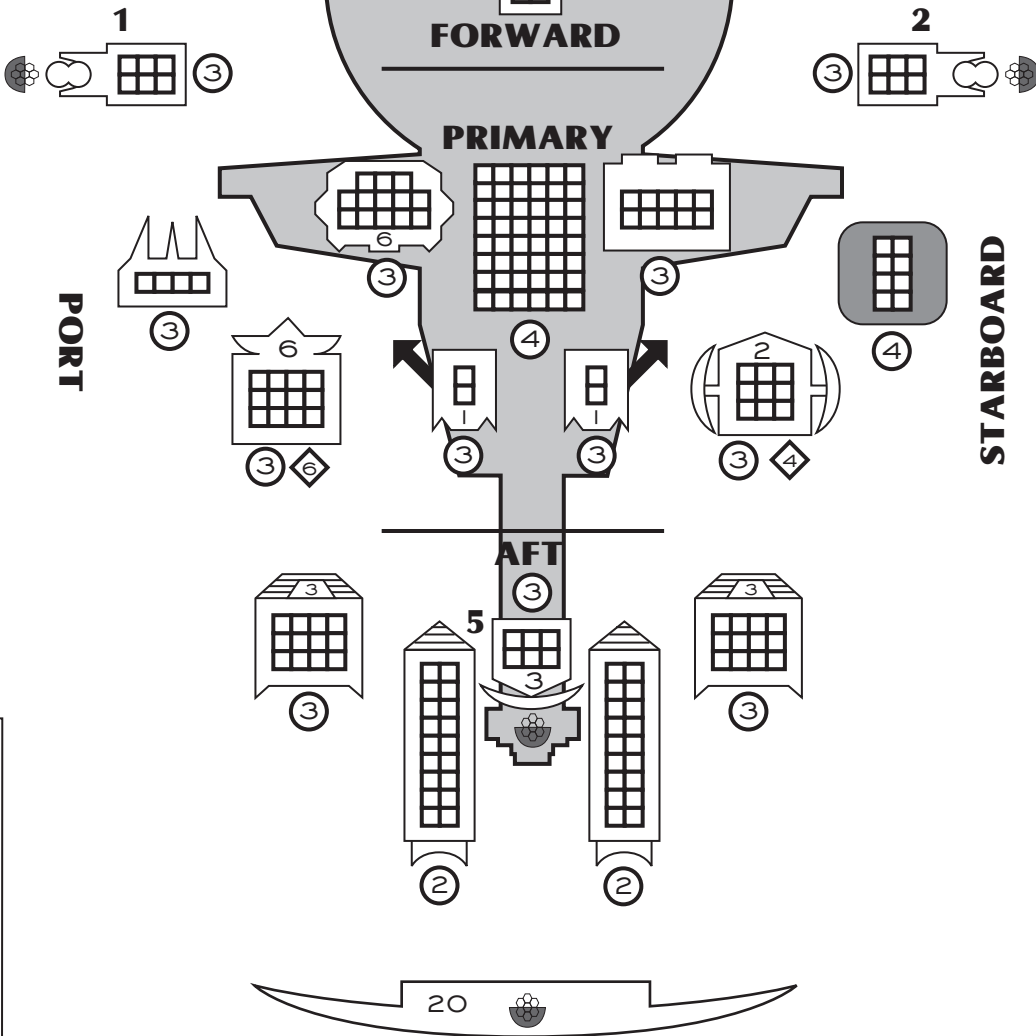
- FORWARD HITS**
1-4: Deflector Shield
5-9: Particle Pummel
10-18: Structure
19-20: PRIMARY Hit
- AFT HITS**
1-4: Impulse Thruster
5-6: Deflector Shield
7-10: Warp Engine
11-18: Structure
19-20: PRIMARY Hit
- PRIMARY HITS**
1-8: Primary Structure
9: Tractor Beam
10-11: Shield Generator
12-13: Sensors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

SPECIAL NOTES
ELINT Vessel
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