



Gorn Chokarr Carrier

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 15
In Service: 2268	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 350	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 90	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 10 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 3 4 6 7 8 10 11 12 14 15 16	
Turn Delay	2 3 4 6 7 8 10 11 12 14 15 16	

WEAPON DATA	
Particle Driver	Class: Particle Modes: Standard Damage: 16 Range Penalty: -2 per 3 hexes Fire Control: +3/+2/+2 Intercept Rating: -1 Rate of Fire: 1 per 3 turns Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per 2 turns: 10
Plasma Blaster	Class: Plasma Modes: Standard Damage: 1d10+2 (-1 per hex) Range Penalty: -1 per hex after range 3 Fire Control: +1/+2/+3 Intercept Rating: -1 Rate of Fire: 2 per turn
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.

SIDE HITS	
1-3:	Impulse Thruster
4-5:	Deflector Shield
6-7:	Particle Driver
8:	Plasma Blaster
9-10:	Hangar
11-13:	Warp Engine
14-18:	Port/Stb Structure
19-20:	PRIMARY Hit

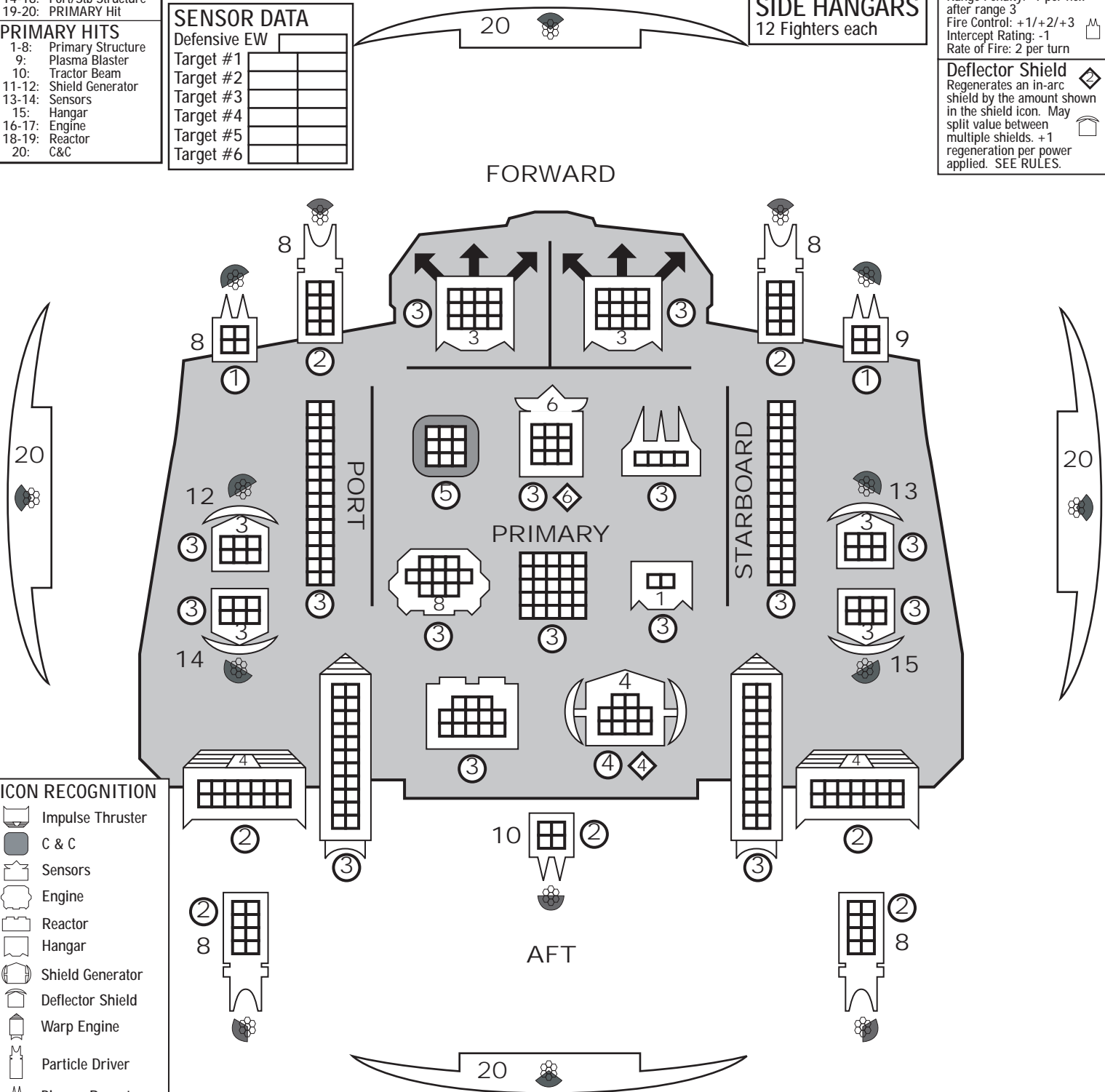
PRIMARY HITS	
1-8:	Primary Structure
9:	Plasma Blaster
10:	Tractor Beam
11-12:	Shield Generator
13-14:	Sensors
15:	Hangar
16-17:	Engine
18-19:	Reactor
20:	C&C

SPECIAL NOTES	
Special Hull Arrangement (No Fwd/Aft Hits)	
Gravitic Drive System	
Impulse Drive	

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

MAIN HANGAR	
0 Fighters	
2 Shuttles	

SIDE HANGARS	
12 Fighters each	



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Particle Driver
	Plasma Repeater