

# Gorn Sskura Heavy Cruiser

<b>SPECS</b> Class: Hvy Combat Vsl In Service: 2287 Point Value: 535 Ramming Factor: 160 Warp Delay: 7 Turns	<b>MANEUVERING</b> Turn Cost: 1 x Speed Turn Delay: 1 x Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 2+2 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 15 Stb/Port Defense: 16 Engine Efficiency: 4/1 Extra Power: 0 Initiative Bonus: +5
Speed	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	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

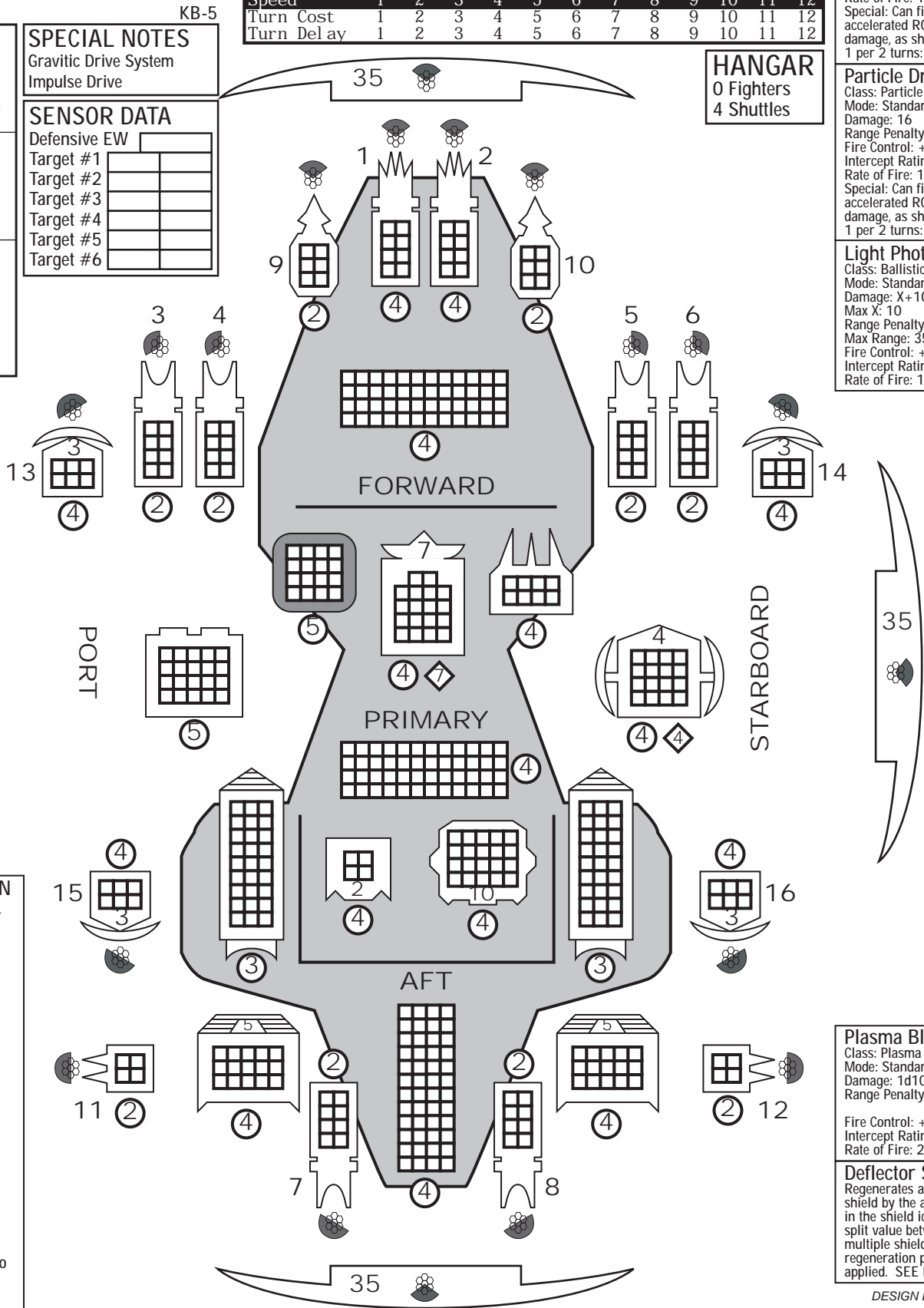
<b>WEAPON DATA</b>
<b>Plasma Driver</b> Class: Plasma Modes: Standard Damage: 28 (-1 per 2 hexes) Range Penalty: -1 per 2 hexes Fire Control: +3/+1/-2 Intercept Rating: n/a Rate of Fire: 1 per 3 turns Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per 2 turns: 14 (-1 per hex)
<b>Particle Driver</b> Class: Particle Mode: 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
<b>Light Photon Torpedo</b> Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 10 Range Penalty: -1 per 4 hexes Max Range: 35 hexes Fire Control: +3/+1/-2 Intercept Rating: n/a Rate of Fire: 1 per 2 turns: 10

<b>FORWARD HITS</b>
1-3: Deflector Shield 4-6: Plasma Driver 7-9: Particle Driver 10-11: Lt Photon Torpedo 12-18: Forward Structure 19-20: PRIMARY Hit
<b>AFT HITS</b>
1-4: Impulse Thruster 5-6: Deflector Shield 7-8: Particle Driver 9-12: Warp Engine 13-18: Aft Structure 19-20: PRIMARY Hit
<b>PRIMARY HITS</b>
1-8: Primary Structure 9: Tractor Beam 10-11: Shield Generator 12-13: Sensors 14-15: Hangar 16-18: Engine 19: Reactor 20: C&C

<b>SPECIAL NOTES</b>
Gravitic Drive System Impulse Drive
<b>SENSOR DATA</b>
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

**HANGAR**  
0 Fighters  
4 Shuttles

<b>ICON RECOGNITION</b>
Impulse Thruster
C & C
Sensors
Engine
Reactor
Hangar
Shield Generator
Deflector Shield
Warp Engine
Plasma Driver
Particle Driver
Lt Photon Torpedo
Plasma Blaster



<b>Plasma Blaster</b> Class: Plasma Mode: 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
<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.