



Gorn MA-12 Cruiser

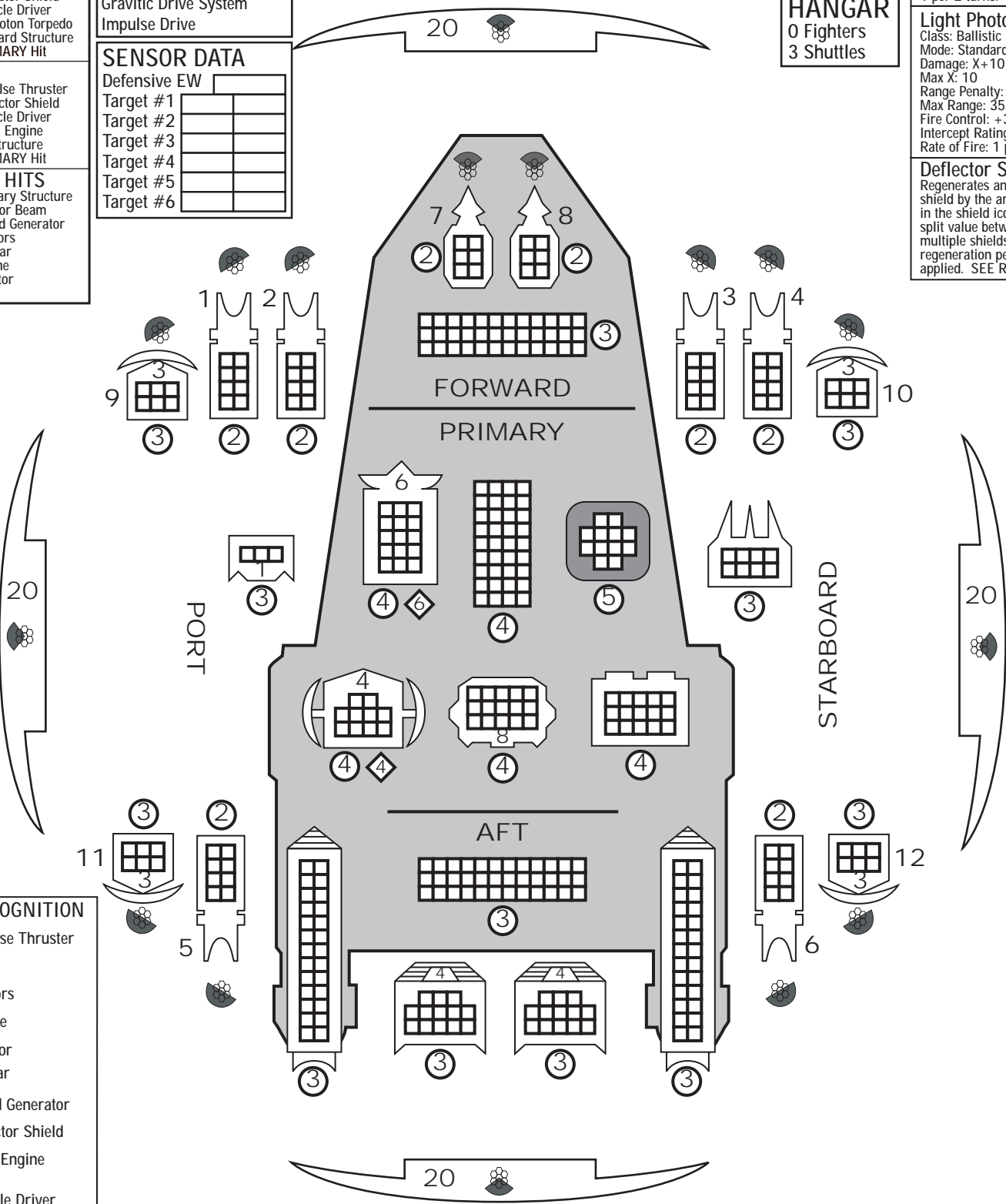
SPECS Class: Hvy Combat Vsl In Service: 2255 Point Value: 475 Ramming Factor: 120 Warp Delay: 10 Turns	MANEUVERING Turn Cost: 1 x Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 3+3 Thrust	COMBAT STATS Fwd/Aft Defense: 15 Stb/Port Defense: 16 Engine Efficiency: 4/1 Power Shortage: -3 Initiative Bonus: +6
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 2 3 4 4 5 6 6 7 8 8	

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
Light Photon Torpedo Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 10 Range Penalty: None Max Range: 35 hexes Fire Control: +3/+1/-2 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.

FORWARD HITS 1-3: Deflector Shield 4-7: Particle Driver 8-9: Lt Photon Torpedo 10-18: Forward Structure 19-20: PRIMARY Hit
AFT HITS 1-3: Impulse Thruster 4-5: Deflector Shield 6-7: Particle Driver 8-10: Warp Engine 11-18: Aft 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 Gravitic Drive System Impulse Drive
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
0 Fighters
3 Shuttles



ICON RECOGNITION
Impulse Thruster
C & C
Sensors
Engine
Reactor
Hangar
Shield Generator
Deflector Shield
Warp Engine
Particle Driver
Lt Photon Torpedo