

Gorn BC Battle Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2270	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 440	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 5/1
Ramming Factor: 120	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 12 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +5
Speed	1 2 3 4 5 6 7	8 9 10 11 12
Turn Cost	1 2 2 3 4 4 5	6 6 7 8 8
Turn Delay	1 2 3 4 5 6 7	8 9 10 11 12

WEAPON DATA	
Particle Pummel	Class: Particle
Modes: Standard	Icon: [Shield]
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	Class: Plasma
Modes: Standard	Icon: [Shield]
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	Class: Plasma
Modes: Standard	Icon: [Shield]
Damage: 1d10+2 (-1 per hex after range 3)	
Fire Control: +1/+2/+3	
Intercept Rating: -1	
Rate of Fire: 2 per turn	

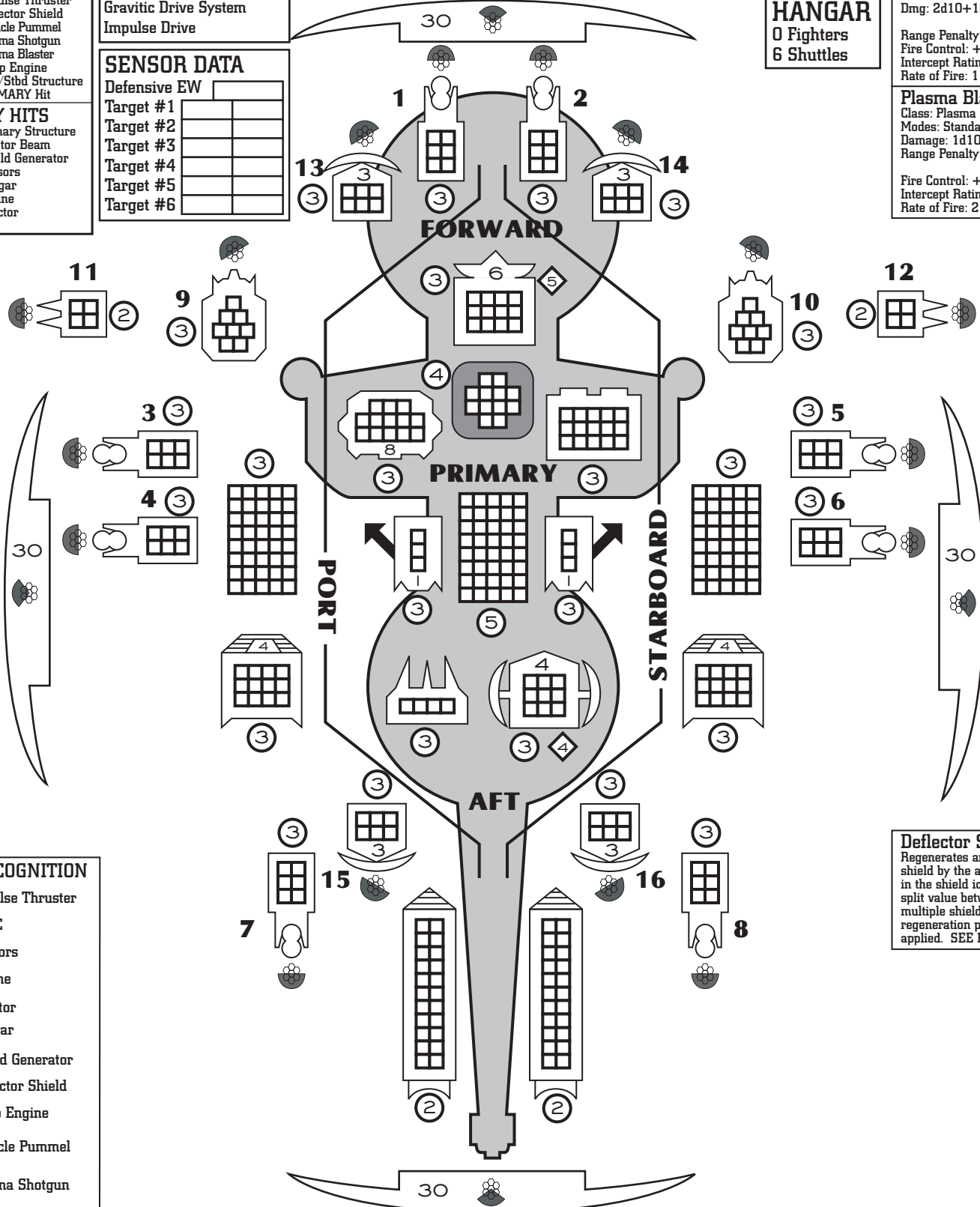
SIDE HITS
1-3: Impulse Thruster
4-5: Deflector Shield
6-8: Particle Pummel
9-10: Plasma Shotgun
11: Plasma Blaster
12-13: Warp Engine
14-18: Port/Stbd Structure
19-20: PRIMARY Hit

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
6 Shuttles



ICON RECOGNITION	
[Icon]	Impulse Thruster
[Icon]	C & C
[Icon]	Sensors
[Icon]	Engine
[Icon]	Reactor
[Icon]	Hangar
[Icon]	Shield Generator
[Icon]	Deflector Shield
[Icon]	Warp Engine
[Icon]	Particle Pummel
[Icon]	Plasma Shotgun
[Icon]	Plasma Blaster

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.