

Gorn Athsseka Battlecruiser

SPECS

Class: Capital Ship
 In Service: 2306
 Point Value: 850
 Ramming Factor: 220
 Warp Delay: 5 Turns

MANEUVERING

Turn Cost: 1 x Speed
 Turn Delay: 4/3 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: 17
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: +0

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	2	3	4	6	7	8	9	11	12	13	14	16

WEAPON DATA

Heavy Plasma Driver
 Class: Plasma
 Modes: Standard
 Damage: 32 (-1 per 2 hexes)
 Range Penalty: -1 per hex
 Fire Control: +3/+1/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns
 Special: Can fire for an accelerated ROF for less damage, as shown below:
 1 per 3 turns: 20 (-1 per hex)
 1 per 2 turns: 14 (-1 per hex)

Heavy Particle Driver
 Class: Particle
 Modes: Standard
 Damage: 25
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/--
 Intercept Rating: -1
 Rate of Fire: 1 per 4 turns
 Special: Can fire for an accelerated ROF for less damage, as shown below:
 1 per 3 turns: 16
 1 per 2 turns: 10

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 Shotgun
 Class: Plasma
 Mode: Standard
 Dmg: 2d10+12 (-1 per 2 hexes after range 10)
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+1/--
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

HANGAR
 0 Fighters
 7 Shuttles

FORWARD HITS
 1-3: Deflector Shield
 4-6: Hvy Plasma Driver
 7-8: Plasma Shotgun
 9-10: Plasma Blaster
 11-18: Forward Structure
 19-20: PRIMARY Hit

SIDE HITS
 1-2: Particle Driver
 3-5: Plasma Shotgun
 6: Tractor Beam
 7-9: Prt/Stb Warp Engine
 10-18: Port/Stb Structure
 19-20: PRIMARY Hit

AFT HITS
 1-5: Impulse Thruster
 6: Deflector Shield
 7-8: Hvy Particle Driver
 9-10: Particle Driver
 11-14: Warp Engine
 15-18: Aft Structure
 19-20: PRIMARY Hit

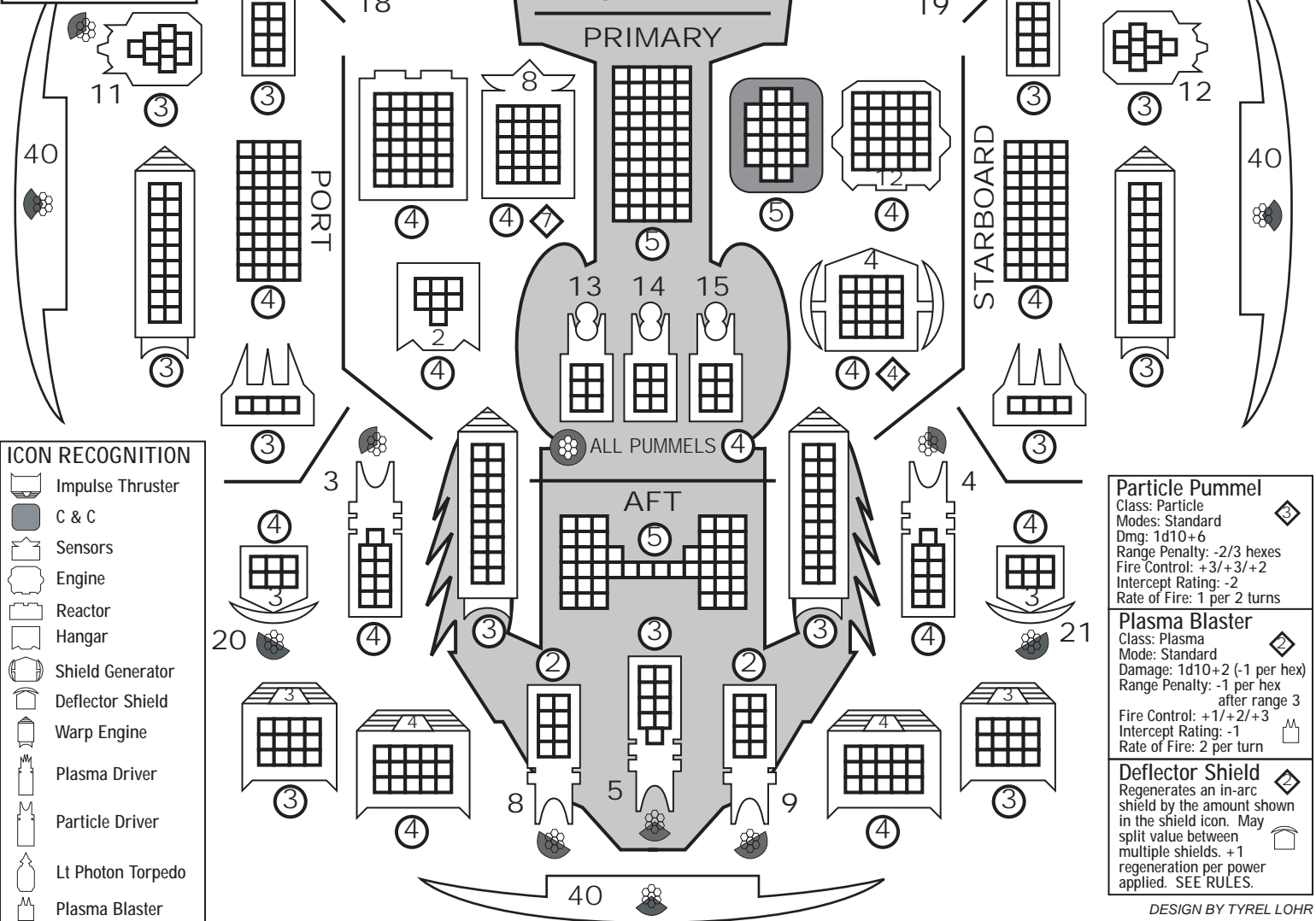
PRIMARY HITS
 1-8: Primary Structure
 9-10: Shield Generator
 11-12: Sensors
 13-14: Hangar
 15-17: Engine
 18-19: Reactor
 20: C&C

SPECIAL NOTES
 Restricted Deployment (10%)
 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
- Plasma Driver
- Particle Driver
- Lt Photon Torpedo
- Plasma Blaster

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

Plasma Blaster
 Class: Plasma
 Mode: Standard
 Damage: 1d10+2 (-1 per hex after range 3)
 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.