

Gorn Thrulskruta Bulk Cruiser

SPECS

Class: Hvy Combat Vsl
 In Service: 2290
 Point Value: 490
 Ramming Factor: 140
 Warp Delay: 8 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
 Stb/Port Defense: 16
 Engine Efficiency: 4/1
 Extra Power: 0
 Initiative Bonus: +6

WEAPON DATA

Particle Driver
 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

Light Photon Torpedo
 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

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

HANGAR
 0 Fighters
 4 Shuttles

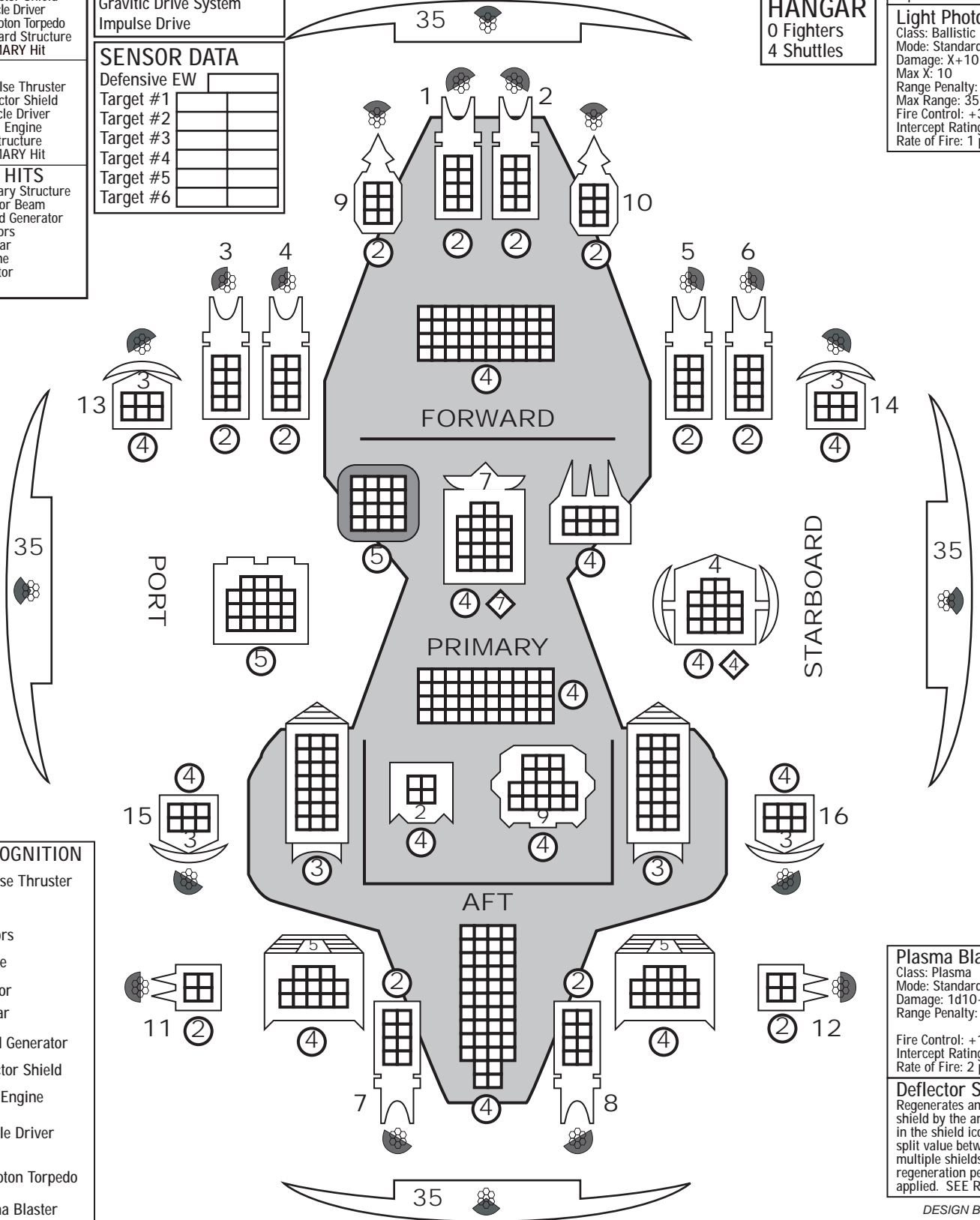
- FORWARD HITS**
 1-3: Deflector Shield
 4-7: Particle Driver
 8-9: Lt Photon Torpedo
 10-18: Forward Structure
 19-20: PRIMARY Hit
- AFT HITS**
 1-4: Impulse Thruster
 5-6: Deflector Shield
 7-8: Particle Driver
 9-12: Warp Engine
 13-18: Aft Structure
 19-20: PRIMARY Hit
- PRIMARY HITS**
 1-8: Primary 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	



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Particle Driver
- Lt Photon Torpedo
- Plasma Blaster

Plasma Blaster
 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

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.