



# Gorn Tura'Khur Cruiser

### SPECS

Class: Hvy Combat Vsl  
 In Service: 2220  
 Point Value: 400  
 Ramming Factor: 90  
 Warp Delay: 10 Turns

### MANEUVERING

Turn Cost: 1/2 Speed  
 Turn Delay: 1/2 Speed  
 Accel/Decel Cost: 2 Thrust  
 Pivot Cost: 2+2 Thrust  
 Roll Cost: 2+2 Thrust

### COMBAT STATS

Fwd/Aft Defense: 15  
 Stb/Port Defense: 14  
 Engine Efficiency: 3/1  
 Power Shortage: -6  
 Initiative Bonus: +6

### WEAPON DATA

**Med. Plasma Cannon**  
 Class: Plasma  
 Modes: Standard  
 Dmg: 3d10+4 (-1 per 2 hexes)  
 Range Penalty: -1 per hex  
 Fire Control: +3/+1/-5  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

### Plasma Shotgun

Class: Plasma  
 Mode: Standard  
 Dmg: 2d10+12 (-1 per hex after range 10)  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+1/-5  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

### Plasma Blaster

Class: Plasma  
 Modes: 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.

|            |   |   |   |   |   |   |    |    |    |    |    |    |
|------------|---|---|---|---|---|---|----|----|----|----|----|----|
| Speed      | 1 | 2 | 3 | 4 | 5 | 6 | 7  | 8  | 9  | 10 | 11 | 12 |
| Turn Cost  | 2 | 3 | 4 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 | 16 |
| Turn Delay | 2 | 3 | 4 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 | 16 |

### SIDE HITS

- 1-3: Impulse Thruster
- 4-5: Deflector Shield
- 6-9: Med Plasma Cannon
- 10: Plasma Blaster
- 11-13: Warp Engine
- 14-18: Port/Stb Structure
- 19-20: PRIMARY Hit

### SPECIAL NOTES

Special Hull Arrangement  
 (No Fwd/Aft Hits)  
 Gravitic Drive System  
 Impulse Drive

### PRIMARY HITS

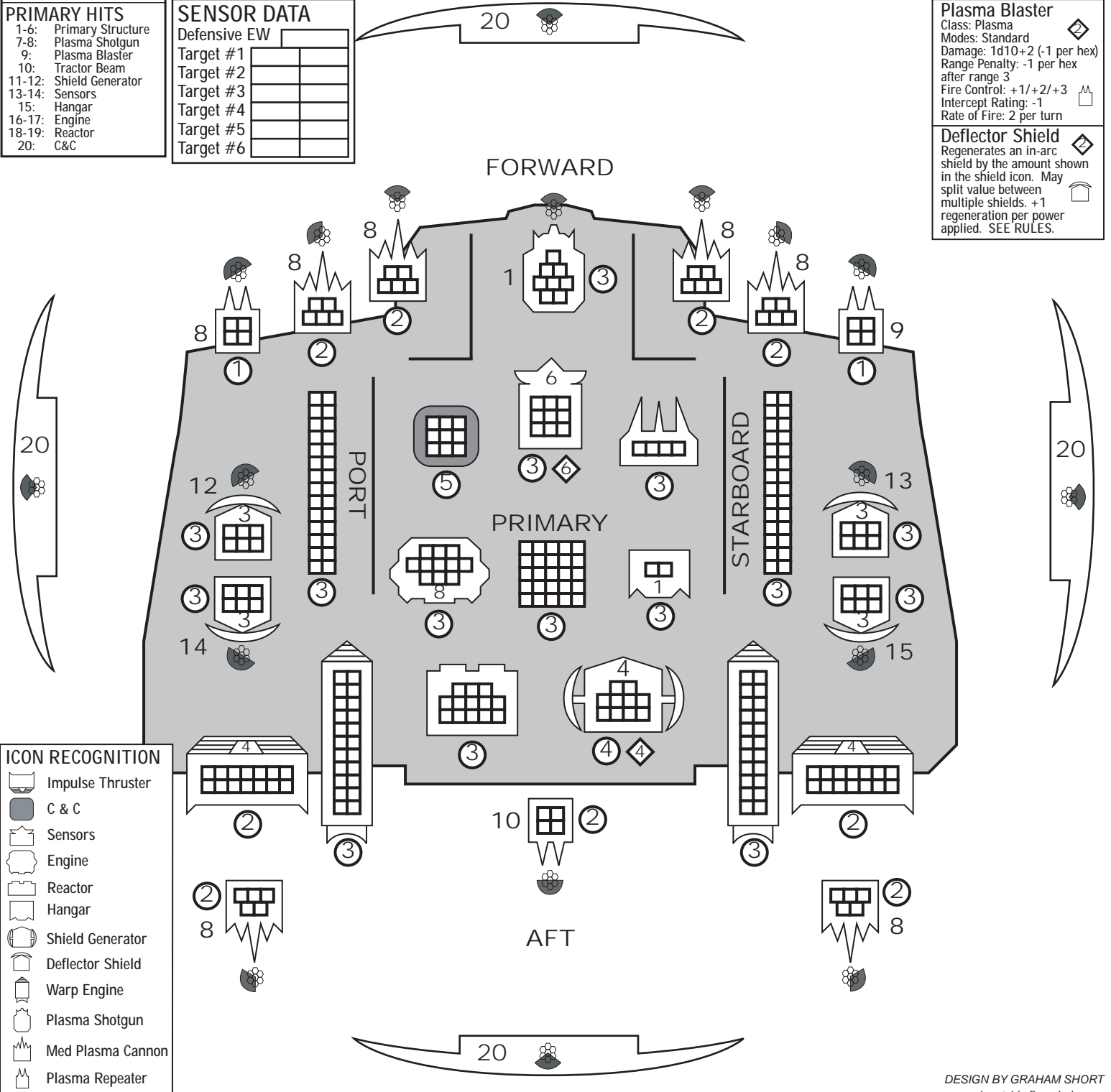
- 1-6: Primary Structure
- 7-8: Plasma Shotgun
- 9: Plasma Blaster
- 10: Tractor Beam
- 11-12: Shield Generator
- 13-14: Sensors
- 15: Hangar
- 16-17: Engine
- 18-19: Reactor
- 20: C&C

### SENSOR DATA

|              |  |
|--------------|--|
| Defensive EW |  |
| Target #1    |  |
| Target #2    |  |
| Target #3    |  |
| Target #4    |  |
| Target #5    |  |
| Target #6    |  |

### HANGAR

0 Fighters  
 2 Shuttles



### ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Plasma Shotgun
- Med Plasma Cannon
- Plasma Repeater