



2ND EDITION

Gorn MA-2 Plasma Cruiser

SPECS

Class: Hvy Combat Vsl
 In Service: 2226
 Point Value: 430
 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: -2
 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

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/--
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

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

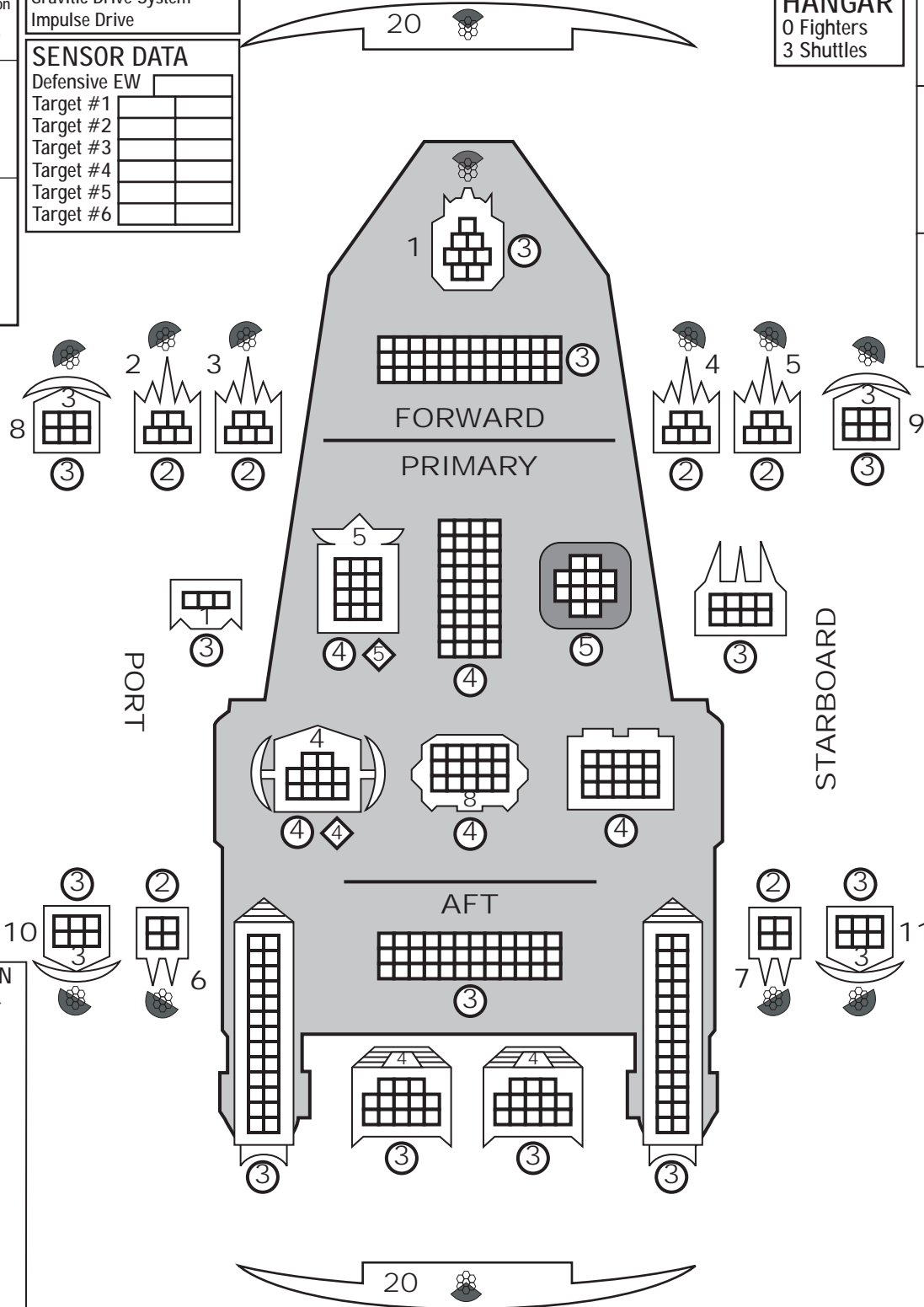
Plasma Blaster
 Class: Plasma
 Modes: Standard
 Damage: 1d10+2 (-1 per hex after range 3)
 Range Penalty: -1 per hex
 Fire Control: +1/+2/+3
 Intercept Rating: -1
 Rate of Fire: 2 per turn

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.

HANGAR
 0 Fighters
 3 Shuttles

FORWARD HITS	
1-3:	Deflector Shield
4-7:	Med Plasma Cannon
8-9:	Plasma Shotgun
10-18:	Forward Structure
19-20:	PRIMARY Hit
AFT HITS	
1-3:	Impulse Thruster
4-5:	Deflector Shield
6-7:	Plasma Blaster
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	



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