

THE HEAVY GORNS

These ships were originally presented in Star Fleet Times #44 as "The Heavy Gorns", two sets of Gorn ships based on different design principles. The first set is unlikely to become "real" but the second set could appear in Module R9: The Ships That Never Were.

PART 1: THE HEFTY GORNS

The Gorns have a reputation for unusually tough ships, but this is perhaps more myth than reality. When you actually add up the boxes, the Gorn ships are no bigger than average and come off just plain second-rate compared to those "undersized" Romulan monstrosities such as the much-maligned (by the Romulans) Sparrowhawk, also known as "the biggest war cruiser in the game".

But new revelations from the Gorn Office of Disinformation (known as GOOD) indicates that the Gorns seen in SFB are in fact in error, they are in fact NOT the real Gorns, but only a disinformation campaign designed to make the real Gorns (who are as tough as their reputation) appear to be much weaker. This is thought to be how the Gorns won all of their wars, i.e., by convincing their enemies that their ships were overrated tin cans that would blow up at the first plasma volley.

The REAL Gorns are, in fact, considerably tougher than the disinformation versions seen in SFB, and we present here four SSDs provided to us by GOOD. (These were received along with profound apologies that they have previously deceived us into thinking Gorn ships were smaller.) We have, to distinguish these from the well known "Wimpy Gorns", designated these corrected designs as "Hefty Gorns".

In each case, all data (e.g., command ratings, spare shuttles) not noted as having changed remains the same.

(R6.931) GORN HEFTY CRUISER (CAH): As you can see, the Hefty version of the Gorn BC has considerably more "stuff" in those fore-and-aft bubbles. It has the same weapons as the basic BC; firepower was never something that Gorn BC was short on.

(R6.932) GORN HEFTY DREADNOUGHT (DHN): This version of the DN has some modest increases in firepower, becoming truly the best DN in the game as it deserved to be.

(R6.933) GORN HEFTY HEAVY DESTROYER (HHD): That wimpy excuse for a war cruiser (the aptly named heavy destroyer) is clearly the worst in the game. This hefty version, with its twin centerline S-torps, is obviously what the HDD should always have been.

(R6.934) GORN HEFTY BATTLE DESTROYER (BHD): While the improvements to the Battle Destroyer are modest, they do bring the ship into its proper place among war destroyers, i.e., first place.

PART 2: THE BROAD-BEAM GORNS

The "broad hull" design seen for the conjectural Gorn Battleship in Module R5 is in fact based on an existing ship (the Gorn Broad-Beam Frigate or FB). A Gorn naval architecture consortium designed broad-hulled designs for all of the basic hulls, although only the FB can be positively confirmed to have been built in any numbers. The others (except the battleship) may have been produced in small numbers; it can at least be confirmed that various design contracts were implemented at at least two prototypes were ordered (for the BBD and CMB). The consortium made good profits on the police ships but continued to seek contracts for naval warships until the end of the General War.

Any data not specifically changed remains the same as the original ship.

(R6.935) BROAD-BEAM CRUISER (CAB): Perhaps the least successful of the proposed Broad-Beamed designs, the CAB was limited in its torpedo armament by the original hull design and its power connections. Even the broad-beam version could not bring enough energy to add a central torpedo launcher or to add extra launchers to the wings. As a design study, its primary interest is the rather unhappy comparison to the CMB. Service Y175 UNV, Command 10, Dock 12, Explosion 29; F&E 13, Convert from BC for 5 points.

(R6.936) BROAD-BEAM MEDIUM CRUISER (CMB): Arguably, this would have been the most successful of the broad-beam designs, in as much as it could have converted a CM into a dreadnought-class ship with considerable firepower. The Gorn Navy reportedly turned down this design for two reasons: the lack of a type-R torpedo, and the fact that DNs were being built in the shipyard that build the BCs, while the CMB would have taken over the shipyard of the far more popular CM. Service Y175 UNV; Command 10, Dock 13, Explosion 29; F&E 15, convert from CM for 8 points.

(R6.937) BROAD-BEAM HEAVY DESTROYER (HDB): This may have been the oldest broad-beam design, as it appears to have competed with the CM for government contracts for the conversion of HDDs into full-sized heavy cruisers. Prototype only Y175, Command 9, Docking 8, Explosion 20; F&E 10/5, Convert from HD for 4 points or build outright (replaces CM for 10).

(R6.938) BROAD-BEAM BATTLE DESTROYER (BBD): This design effectively turned a BDD into the equivalent of a heavy destroyer, although with a different weapon fit. It was still limited to the type-G torpedo, but it had a better phaser battery (with better arcs) than the HDD. Prototype only Y175, Command 6, Dock 6, Explosion 17, F&E 8, convert from BDD for 3.

(R6.939) HEAVY POLICE BATTLE FRIGATE (BFH): The naval architects who tried (without much success) to sell their broad-beamed designs to the Gorn Navy found a much-more receptive customer in the Gorn police. The Gorn police had its own shipyards (able to produce frigates) and had already succeeded in producing various conversions and expansions of that hull (see SFT 47), seeking heavier combat platforms to make up for the lack of fleet support. The broad-beam frigate provided a considerably improved ship, albeit at a cost in maneuverability. Service Y179, Command 5, Dock 5, Explosion 11; F&E 6/3 (see police rules; no more than 2, count against leader limit).

CREW UNITS

		*								10
										20

BOARDING PARTIES

										10
--	--	--	--	--	--	--	--	--	--	----

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
THIS SHIP HAS TWO SHUTTLE BAYS.		
CAN TRANSFER BY (J1.59).		

SHIP DATA TABLE

TYPE = BFH
 POINT VALUE = 90
 BREAKDOWN = 4-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R6.939

PROBES

					5
--	--	--	--	--	---

TRANSPORTER BOMBS

					D	D
--	--	--	--	--	---	---

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE SPEED

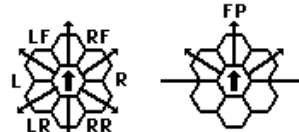
C	1	2-4
	2	5-9
HET	3	10-14
	4	15-20
BD	5	21-27
	6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

PSEUDO-PLASMA TORPEDO

A	F	B	F	C	F
---	---	---	---	---	---



LS = LF + L + LR
 RS = RF + R + RR
 FX = L + LF + RF + R
 RX = L + LR + RR + R

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3		1-2	

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

⑤ = HET COST

⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

GORN POLICE HEAVY BATTLE FRIGATE

