

GORN SHIP BUILDING GUIDELINES

Group	Sensors	Ops	Propulsion	Weapons	Shields
Gorn	-20	-	+10	Beam +20; ¹ Missile +5 ²	-20

- All Gorn Ships use **Type III** hull plating.
- All Gorn Ships have Enhanced System (blasters, +1/0/0/0/0).
- Most Gorn Ships buy extra Structure.
- Ablative Armor is available to Gorn Ships by 2367.

¹ Gorn use a beam weapon called a "blaster" which uses pulsed nadion particles accelerated to nearly the speed of light, creating a powerful concussive plasma beam. Gorn "blasters" are treated the same as phasers for purposes of construction, damage calculation, and space.

GORN "BLASTERS"

- GBL-1 = *Type I phaser*
- GBL-2 = *Type II phaser*
- GBL-3 = *Type III phaser*
- GBL-4 = *Type IV phaser*
- GBL-5 = *Type V phaser*
- GBL-6 = *Type VI phaser*
- GBL-7 = *Type VII phaser*
- GBL-8 = *Type VIII phaser*
- GBL-9 = *Type IX phaser*
- GBL-10 = *Type X phaser*
- GPL-11 = *Type XI phaser*

² The Gorn have been known to employ photon torpedoes or plasma torpedoes (but not both). Gorn photon torpedoes are treaty the same as Federation photon torpedoes for purposes of construction, damage calculation, and space.

GORN PHOTON TORPEDO LAUNCHERS

GP-1 = Mk 6 IF
GP-2 = Mk 10 IF
GP-3 = Mk 12 IF

GP-4 = Mk 6 DF
GP-4B = Mk 22 DF

GP-5m = Mk 25 (micro)
GP-6 = Mk 40 DF
GP-6B = Mk 50 DF
GP-7 = Mk 60 DF

GP-8 = Mk 75 DF
GP-8B = Mk 80 DF
GP-9 = Mk 90 DF
GP-10 = Mk 95 DF

GORN PLASMA TORPEDOES (Use Table 1.23 to determine penetration values)

Type	Space	Offensive Value	Minimum Size	Availability
GPT-1 (Plasma)	9	18	4	2263
GPT-2 (Plasma)	11	20	6	2280
GPT-S (Plasma)	12	24	7	2328

GORN SHIP CONSTRUCTION PHILOSOPHY

The Gorn follow the "push hard until it moves" school of engineering. Their engines are massive, although highly effective, and their weapons engineering is top of the line. Gorn shield technology is way behind the Federation. Their operations, life support and sensors are also substandard, compared to the Federation. To make up for their defensive deficiencies, Gorn use massive armor plating and reinforced internal structure to compensate. Gorn ships can take phenomenal poundings.

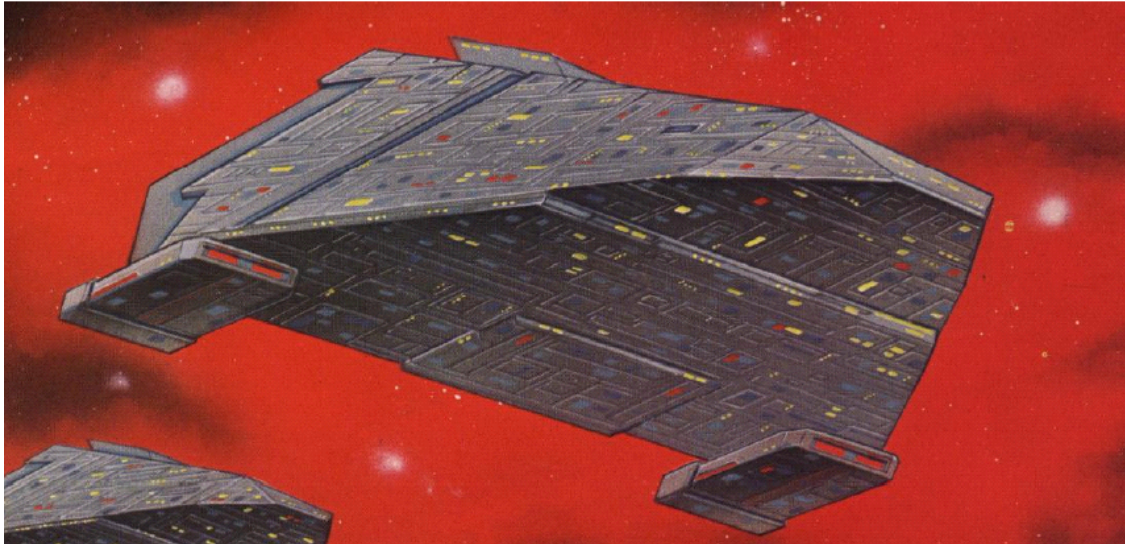
GORN HULL CONFIGURATIONS

There are plenty of different Gorn starship design configurations from FASA (Star Trek: The Role Playing Game), Last Unicorn Games (Star Trek Roleplaying Game), Star Trek The Original Series (Remastered) to Star Trek: Online.

FASA (Star Trek: The Role Playing Game) /Star Trek: Online

"W" Configurations.

These designs are wedge-shaped, and it appears with this type of configuration that the Gorn do not place the warp systems away from the main hull and use very little engine shielding. The impulse system is placed in the aft centerline position and is also not very protected.



FASA (STAR TREK: THE ROLE PLAYING GAME)



STAR TREK:ONLINE

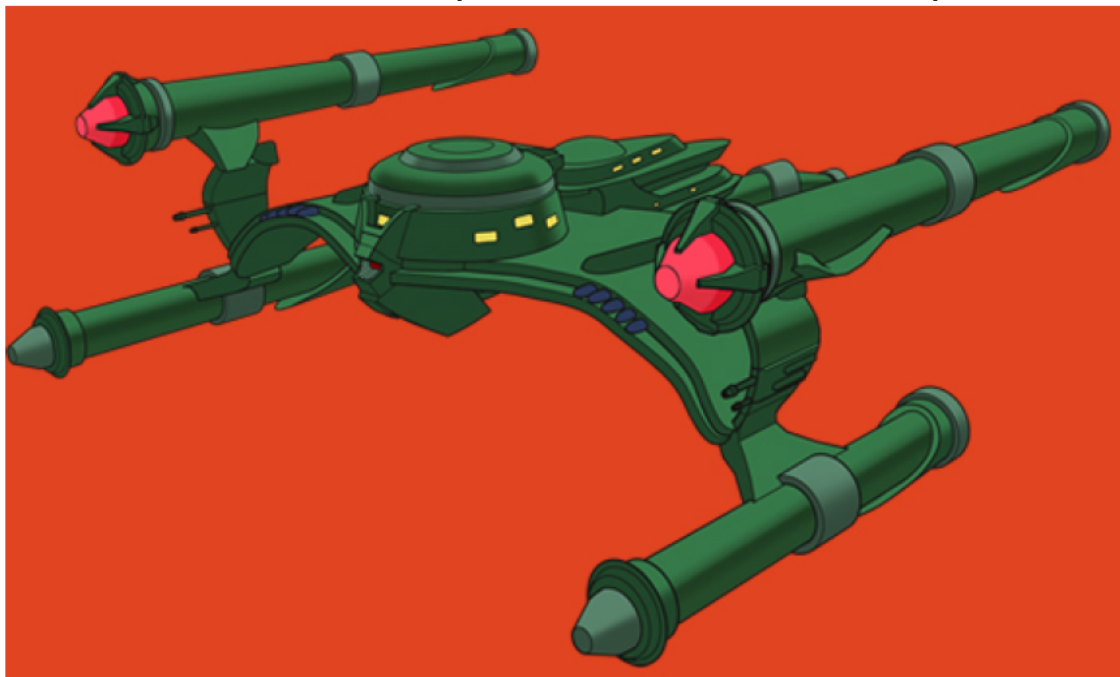
Last Unicorn Games (Star Trek Roleplaying Game), Star Trek The Original Series (Remastered).

"X" Configurations.

The X-Configuration seem to follow a "flowing" design style. It appears that these designs consist of a main body with wing-like structure(s) mounting either the impulse and/or warp propulsion systems.



LAST UNICORN GAMES (STAR TREK ROLEPLAYING GAME)



STAR TREK THE ORIGINAL SERIES (REMASTERED)

Credit goes to SeaTiger for the initial write-up on Gorn systems.
Resource Credit : Decipher, FASA, Last Unicorn Games, Starship Farragut (Fan-Film),
and Cryptic Entertainment.

