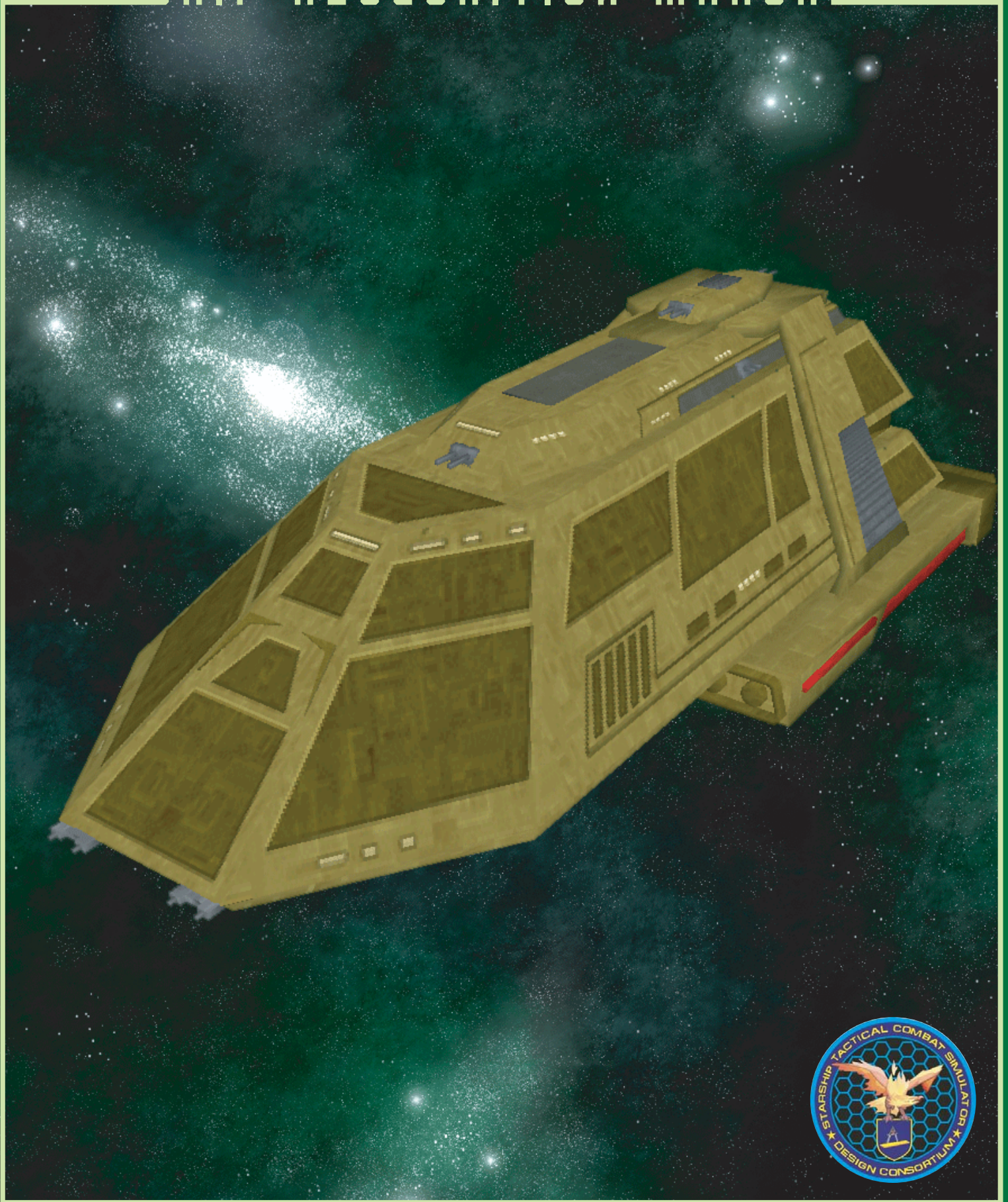




SHIP RECOGNITION MANUAL





CHANGES TO THIS MANUAL

Users of this manual are required to submit changes in the information in this publication pursuant to SFOPS. MAN. 307/A45T. Such changes or other comments regarding this publication must be keyed to the specific page, paragraph, and line of text in which the change is recommended. Reasons should be provided for each comment to insure understanding and complete evaluation.

Comments should be prepared using SFRD form 2028 (Recommended Changes to Publication) and forwarded directly to:

STAR FLEET INTELLIGENCE COMMAND
Assistant Chief of Staff
Gorn Sector Intelligence
Star Base 18 022.776

FOR AUTHORIZED USE ONLY

Unauthorized use, possession, or disclosure of the contents of this manual is strictly prohibited. All violations are treasonous acts against the United Federation of Planets. Failure to comply with directives regarding the use of this manual will result in imprisonment, death or both.

Classified Document Directive 998.21C

GORN NAVAL SUMMARY

Since its first fateful encounter with the United Federation of Planets in 2267, the Gorn Alliance and its powerful navy have continued to expand and defend their home territory from a wide range of political and military adversaries. While the Gorn remain at peace with the Federation through treaties and border restrictions, they continue a protracted conflict with the Romulan Star Empire while maintaining open dialogue and successful (if militaristic) relations with independent worlds near their borders.

Gorn ship design reflects many of their species primary differences from much of the galaxy. Their designs are blunt, functional and well armored; despite being cumbersome when compared to other races, Gorn vessels easily make up for their lack of maneuverability with blunt force and diverse tactical systems.

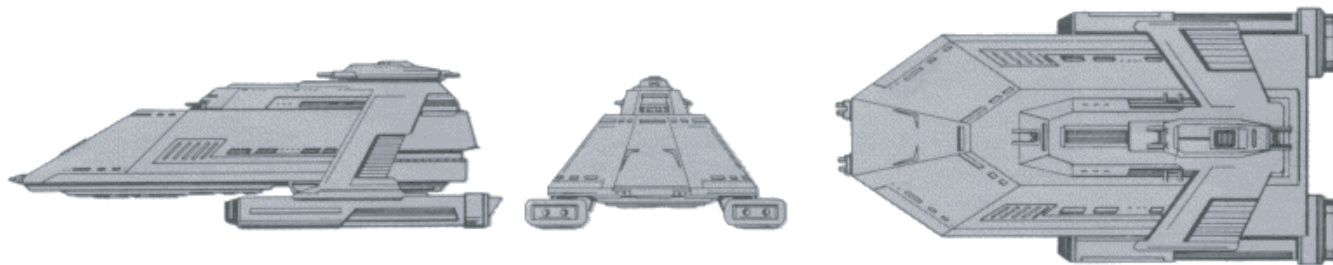
From trading vessels to battleships, Gorn starships are fielded in a wide range of designs, many quite visually different from each other. None the less, Gorn designers continue to launch effective, dangerous and successful ships that at one time or another have bested the most powerful Star Fleet and Romulan vessels. With their fierce territorialness and martial cunning, Starship Commanders operating in the Outmarch or near Gorn space should take time to review the many varied military vessels of the Gorn.

SCOPE OF THIS MANUAL

This manual describes the major known ships of the Gorn Alliance and is provided on a classified basis to field commanders and operatives that may encounter Gorn vessels along the Federation/Gorn border, with the Outmarch/Outback area or while operating in unclaimed space near Gorn holdings. An effort has been made to collect hard data, sensor scans, after action reports and public information from within Gorn territory. It is designed for general reading and quick reference.

Despite open dialogue with the Federation, and continued access to historical, scientific and non-military information from both sides, some data may prove to be less than accurate. Much of the data concerning combat capability of Gorn vessels is considered Class C or D, owing to a lack of direct confrontation with Gorn vessels. Many details are considered factual, though, owing to a growing list of long-range sensor observations of the intensifying Gorn-Romulan conflict. More detailed information on the performance characteristics of each vessel, as well as a listing of full sources used to justify stated data, can be found in the individual vessel dossier available to authorized personnel from Star Fleet Intelligence.

BH-2 CLASS XIII-XIV BATTLESHIP



CONSTRUCTION DATA:

Class -	XIII	XIV	XIV	XIV
Model -	A	B	D	E
Date Entering Service -	2269	2278	2283	2310
Number Constructed -	20	15	30	10

HULL DATA:

Superstructure Points -	53	55	60	80
Damage Chart -	C	C	C	C
Size				
Length -	406 m	406 m	406 m	406 m
Width -	212 m	212 m	212 m	212 m
Height -	137 m	137 m	137 m	137 m
Weight -	216,420 mt	246,810 mt	254,460 mt	289,595 mt
Cargo				
Cargo Units -	480 SCU	550 SCU	570 SCU	640 SCU
Cargo Capacity -	24,000 mt	27,500 mt	28,500 mt	32,000 mt
Landing Capacity -	None	None	None	None

EQUIPMENT DATA:

Control Computer Type -	1EG	1FG	1HG	1LG
Transporters -				
Standard 9-person -	5	5	5	5
Combat 20-person -	10	10	10	10
Emergency 25-person -	10	10	10	10
Cargo -	5	6	5	4

OTHER DATA:

Crew -	597	680	701	798
Troops -	200	200	200	-
Shuttlecraft -	20	20	20	20

ENGINEERING:

Total Power Units Available -	57	67	72	100
Movement Point Ratio -	6/1	6/1	6/1	6/1
Warp Engine Type -	GWE-1	GWF-1	GWF-1	GWF-2
Number -	2	2	2	2
Power Units Available -	21	26	26	36
Stress Chart -	M/O	M/O	M/O	M/O
Max Safe Cruising Speed -	Warp 6	Warp 6	Warp 6	Warp 6
Emergency Speed -	Warp 8	Warp 8	Warp 8	Warp 8
Impulse Engine Type -	GIF-3	GIF-3	GIF-4	GIG-3
Power Units Available -	15	15	20	28

WEAPONS AND FIRING DATA:

Beam Weapon Type -	GBL-4	GBL-8	GBL-10	GBL-11
Number -	10	10	10	10
Firing Arcs -	2 f/p, 2 f, 2 f/s 2 p/a, 2 s/a	2 f/p, 2 f, 2 f/s 2 p/a, 2 s/a	2 f/p, 2 f, 2 f/s 2 p/a, 2 s/a	2 f/p, 2 f, 2 f/s 2 p/a, 2 s/a
Firing Chart -	P	W	U	W
Maximum Power -	5	6	6	9
Damage Modifiers				
+3	(1-6)	(1-10)	(1-7)	(1-9)
+2	(7-12)	(11-15)	(8-15)	(10-15)
+1	(13-18)	(16-20)	(16-20)	(16-20)
Torpedo Weapon Type -	GP-3	GP-2	GP-5	GP-6
Number -	8	8	6	8
Firing Arcs -	4 f, 1 f/p, 1 f/s, 2 a	4 f, 1 f/p, 1 f/s, 2 a	2 f, 1 f/p, 1 f/s, 2 a	4 f, 1 f/p, 1 f/s, 2 a
Firing Chart -	O	K	R	R
Power To Arm -	2	2	2	2
Damage -	8	10	14	20

SHIELD DATA:

Deflector Shield Type -	GSK	GSN	GSP	GSS
Shield Point Ratio -	1/1	1/2	1/2	1/2
Maximum Shield Power -	11	13	20	38

COMBAT EFFICIENCY:

D -	118.8	129.6	147.8	215.4
WDF -	60.8	89.0	105.4	183.4



**NOTES:**

Known Sphere of Operation: Federation and Expansion Boarders
Data Reliability: Class C
Major Data Source: Gorn Sector Intelligence

**NOTES:**

The Gorn BH-2 class Battleship has proven to be both a powerful force and costly investment for one of the most territorial empires, the Gorn Alliance. As with all thing Gorn, the BH-2 is large, powerful and surprisingly successful despite a number of drawbacks typical of Gorn technology.

The BH-2 is believed to have been constructed by Clan Hss'li, who's angular designs have become commonplace along the Federation and Romulan boarders. Although the Gorn Alliance had quickly accepted peaceful negotiations with the Federation after their initial encounter, many within the Gorn Higher arch were uncertain of their new neighbor.

The BH-2a was first fielded in 2269, and was an immediate success. Like most Gorn designs, the BH-2a was not a maneuverable vessel, but was heavily armed with 8 photon torpedoes and surprisingly efficient shields. The A model also fielded 10 disruptors and a surprisingly accurate sensor suite that gave the BH-2 a tremendous targeting capabilities. The BH-2a is believed to have been involved with the first Romulan engagement of early 2271 and was the clear winner after a pitched battle. The Romulans quickly out maneuvered the BH-2; but the battleships heavily reinforced hull continued to absorb blow after blow, including several point blank Plasma torpedoes. Despite it's ponderous maneuverability, the BH-2 managed to destroy both Romulan scouts.

While the A model was successful, by 2276, the Romulans were a serious threat to the Gorn Alliance. The Romulans had fielded new cruisers and other heavy combat craft that out gunned the BH-2a, as well at out performed the large vessel. The Hss'li clan reexamined the BH-2a, comparing it to wreckage from a second encounter with the Romulans. By 2277, with new technologies available, the BH-2b was launched. The B model was a significant improvement over the older A model, replacing the GBL-4 disruptors with the newer and more accurate GBL-8's. The B model also used the more efficient GSN shield system, giving the battleship significantly more power for weapons and maneuverability. With a larger power plant and more powerful torpedoes, the B model became a serious hindrance to Romulan expansion plans. As with most Gorn vessels, the BH-2b has extensive hull reinforcement, but little internal shielding, making them fairly easy to locate on long range sensors.

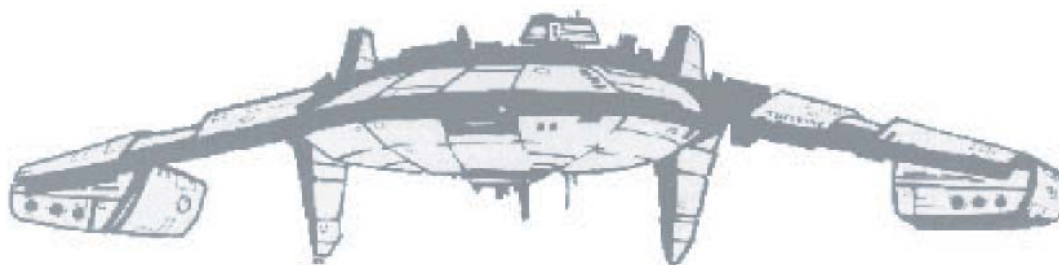
Despite the B models success, open conflict with the Romulans soon had Gorn commander clambering for a more powerful battleship, and in 2280, an unconfirmed C model was launched. This model has never been seen or scanned, and may have been canceled after only the prototype was built.

This was not the case with the later D model. The D model has been scanned on several occasions and has been observed in combat on a number of occasions. The D model seems to improve the overall power curve of the BH-2, and improved torpedoes has also been reported. To date, several have been seen along the expansion boarders, indicating that another foe may be present. These reports remain unconfirmed.

Surprisingly, the Gorn seem to have recently launched an E model, despite a recent lull in the Romulan conflict. One of these ships was scanned escorting a senior diplomatic envoy to Deep Space 12, stopping just short of the Gorn/Federation boarder. This newest model is a frightening addition to the Gorn fleet, and could indicate a new shift in power for the Alliance. The new E model mounts the most powerful Gorn engines yet seen, as well as an enlarged impulse drive. Weapons also appear to have been improved. But the most surprising aspect of the vessel was the scans of the shield systems. The new system is nearly 30% more powerful than the best the Federation had to offer. It is believed that the lower radiation shield required on Gorn vessels has allowed designers to create shield that would normally damage humanoids. Although no E model has been seen in the conflict area, this could change at any moment.

The BH-2 is still in production within the Alliance, at the Hss'li, Sls'rig and Clanhaven facilities. Both the Hss'li and Sls'rig clans have invested considerable resources in the production of BH-2. A steady pace of 3 per year has so far been maintained. Of the 75 BH-2's so far produced, 3 A's, 10 B's, 35 D's and an estimated 10 E's are believed to be in active service. Intelligence reports indicate that 4 A's and 2 B have been destroyed; 1 A and 1 B have been scrapped, rumors have circulated that 1 A model has disappeared without a trace. In a shockingly move, the Gorn traded a fully armed BH-2a to the Nicori Government in mid 2274. The Nicori have so far used the BH-2 along with other purchased Federation, Orion and Tellarite vessels to expand their fledgling navy. Gorn cruisers are now a common site within the Nicori system, centrally located in the Outback region.

MB-6 (S'SECH) CLASS X BATTLECRUISER



CONSTRUCTION DATA:

Class -	XII
Model -	A
Date Entering Service -	2281
Number Constructed -	50

HULL DATA:

Superstructure Points -	38
Damage Chart -	B
Size	
Length -	184 m
Width -	190 m
Height -	67 m
Weight -	191,590 mt

Cargo

Cargo Units -	320 SCU
Cargo Capacity -	16,000 mt

Landing Capacity -

None

EQUIPMENT DATA:

Control Computer Type -	1-EG
Transporters -	
Standard 6-person -	6
Emergency 20-person -	1
Cargo: medium -	1

OTHER DATA:

Crew -	450
Troops -	20
Passengers -	30

ENGINEERING:

Total Power Units Available -	59
Movement Point Ratio -	5/1
Warp Engine Type -	GWE-1
Number -	2
Power Units Available -	22 ea.
Stress Chart -	M/O
Max Safe Cruising Speed -	Warp 7
Emergency Speed -	Warp 8
Impulse Engine Type -	GIF-3
Power Units Available -	15

WEAPONS AND FIRING DATA:

Beam Weapon Type -	GBL-8
Number -	6
Firing Arcs -	2 f/p, 2 f/s, 1p/a, 1 s/a
Firing Chart -	W
Maximum Power -	6
Damage Modifiers	
+3	(1-10)
+2	(11-15)
+1	(16-20)
Torpedo Weapon Type -	GP-2
Number -	4
Firing Arcs -	2 f, 2 a
Firing Chart -	K
Power To Arm -	2
Damage -	10

SHIELD DATA:

Deflector Shield Type -	GSN
Shield Point Ratio -	1/2
Maximum Shield Power -	14

COMBAT EFFICIENCY:

D -	104.3
WDF -	51.0

Notes:

The S'sech class Battlecruiser, while similar to the BH-2 Battleship, appears to have a different mission set out for it by the Gorn Alliance commanders. The BH-2 was designed specifically as a full scale attack ship; the S'sech seems to be more of a defensive craft. These vessels have only been seen occasionally along the boarder areas between the Federation and the Gorns. They patrol individually and have been known to be in action at least once while subjugating a rebel planet within the Gorn sphere of influence.

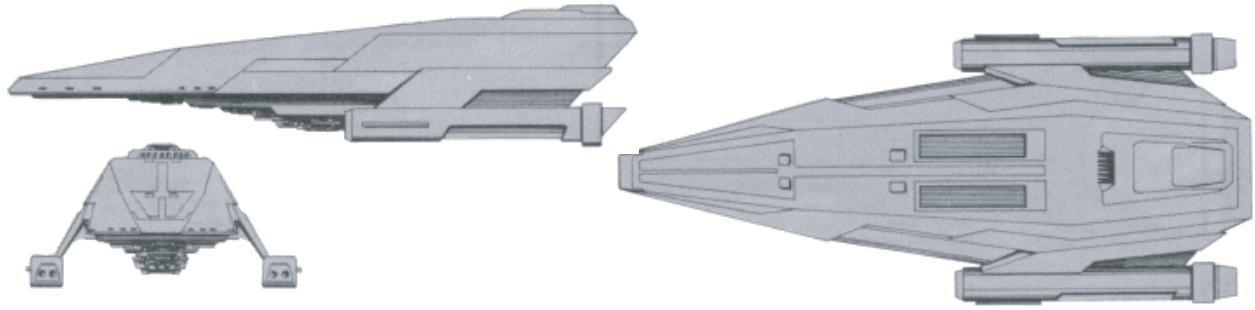
This class represents the latest in Gorn technology that has become apparent to Star Fleet Intelligence. At least 50 of these vessels have been reliably confirmed as completed or fitting out, but it is not know how many more ships of this class are under construction.

The S'sech class is also designated for extended mission and tours of duty. Sources within the Gorn Alliance have confirmed that these vessels have underdone several deep space missions into the unknow regions of the galaxy away from the Federation and Romulan boarders. As an exploration ship and as a boarder patrol vessel, this class is the best that the Gorns have to offer.

The S'sech class Battlecruiser is compact, despite its size. The hull houses all but the warp engines, which are configured on massive horizontal wing struts. Along the center of the ship is the hangar bay, which houses four shuttlecraft. Interestingly, the Gorn have purposefully limited the number of emergency transporters to one so that it is virtually impossible for the large crew to leave the vessel in time to avoid any satastrophy. It is assumed that this is supposed to give the crew incentive to fight until the end, if it come to that. But since the only other vessel name that Intelligence knows about for this class is "Ugusthaa" which translates as "The Unconquerable One", perhaps the lack of transporters is simple an alien versoin of the old "Titanic theory" of over-confidence.

A construction site for this class has not yet been confirmed, although it is believed that a total of 3 are added to the Gorn fleet per year. With over 20 "after-action reports" involving this class now on record, it is believed that none of the 50 so far fielded have been lost.

MD-8 CLASS IX-X CRUISER



CONSTRUCTION DATA:

Class -	IX	X	X	X	X	X
Model -	A	B	C	D	E	F
Date Entering Service -	2265	2266	2269	2274	2282	2290
Number Constructed -	30	30	35	30	40	90

HULL DATA:

Superstructure Points -	34	34	34	34	34	38
Damage Chart -	C	C	C	C	C	C
Size						
Length -	262 m	262 m	262 m	262 m	262 m	262 m
Width -	112 m	112 m	112 m	112 m	112 m	112 m
Height -	59 m	59 m	59 m	59 m	59 m	59 m
Weight -	139,990 mt	140,428 mt	140,788 mt	146,265 mt	147,150 mt	156,900 mt

Cargo

Cargo Units -	320 SCU	320 SCU	320 SCU	330 SCU	340 SCU	360 SCU
Cargo Capacity -	16,000 mt	16,000 mt	16,000 mt	16,500 mt	17,000 mt	18,000 mt
Landing Capacity -	None	None	None	None	None	None

EQUIPMENT DATA:

Control Computer Type -	1DG	1DG	1DG	1EG	1GG	1IG
Transporters -						
Standard 9-person -	3	3	3	3	3	4
Emergency 25-person -	7	7	7	7	7	7
Cargo -	3	3	3	3	3	4

OTHER DATA:

Crew -	390	400	400	410	420	440
Shuttlecraft -	6	6	6	6	6	6

ENGINEERING:

Total Power Units Available -	40	42	42	48	54	64
Movement Point Ratio -	4/1	4/1	4/1	4/1	4/1	5/1
Warp Engine Type -	GWD-2	GWD-2	GWD-2	GWD-2	GWD-2	GWD-3
Number -	2	2	2	2	2	2
Power Units Available -	18	18	18	18	18	23
Stress Chart -	Q/P	Q/P	Q/P	Q/P	Q/P	Q/P
Max Safe Cruising Speed -	Warp 7	Warp 7	Warp 7	Warp 7	Warp 7	Warp 7
Emergency Speed -	Warp 8	Warp 8	Warp 8	Warp 8	Warp 8	Warp 8
Impulse Engine Type -	GIE-1	GID-2	GID-2	GIG-1	GIG-2	GIG-2
Power Units Available -	4	6	6	12	18	18

WEAPONS AND FIRING DATA:

Beam Weapon Type -	GBL-4	GBL-4	GBL-4	GBL-6	GBL-10	GBL-11
Number -	8	8	8	8	8	8
Firing Arcs -	2 f/p, 2 f/s, 2 p/a, 2 s/a	2 f/p, 2 f/s, 2 p/a, 2 s/a	2 f/p, 2 f/s, 2 p/a, 2 s/a	2 f/p, 2 f/s, 2 p/a, 2 s/a	2 f/p, 2 f/s, 2 p/a, 2 s/a	2 f/p, 2 f/s, 2 p/a, 2 s/a
Firing Chart -	P	P	P	M	U	W
Maximum Power -	5	5	5	7	6	9
Damage Modifiers						
+3	(1-6)	(1-6)	(1-6)	(1-5)	(1-7)	(1-9)
+2	(7-12)	(7-12)	(7-12)	(6-10)	(8-15)	(10-15)
+1	(13-18)	(13-18)	(13-18)	(11-14)	(16-20)	(16-20)
Torpedo Weapon Type -	GP-1	GP-2	GP-3	GP-3	GP-5	GP-6
Number -	3	3	3	3	3	3
Firing Arcs -	3 f	3 f	3 f	3 f	3 f	3 f
Firing Chart -	E	K	O	O	R	R
Power To Arm -	2	2	2	2	2	2
Damage -	5	10	8	8	14	20

SHIELD DATA:

Deflector Shield Type -	GSK	GSK	GSK	GSN	GSP	GSR
Shield Point Ratio -	1/2	1/2	1/2	1/2	1/2	1/2
Maximum Shield Power -	12	12	12	14	21	26

COMBAT EFFICIENCY:

D -	94.6	95.6	95.6	102.6	117.6	127.3
WDF -	24.8	31.4	34.7	48.3	69.2	106.1



**NOTES:**

Known Sphere of Operation: Federation and Expansion Boarders
Data Reliability: Class C
Major Data Source: Gorn Sector Intelligence

**NOTES:**

The MD-8 class of medium cruiser is believed to be the main line long range cruiser currently in use along the Outback, Federation and Expansion boarders. Although undetermined, the angular design of the MD-8 points to construction by the Sls'rig, Hrsk'ri or Hss'li clans. Unlike the Vss'Irs' rounded designs, or the Griv'li Vis boxy designs, the MD-8 angular wedge design has allowed for excellent weapon placement, as well as a simplistic design layout not seen in other clan designs.

The MD-8a is believed to be the oldest main line cruiser still in use within Gorn territory. Earliest estimates have the A model launched sometime in 2265. At the time, the A model mounted some of the most efficient equipment within the Gorn inventory, including the GSK shield system, believed to have been developed for the Vss'Irs clan. With powerful warp engines three photon torpedoes mounted forward, the A model would have been a dangerous opponent to both Federation and Romulan vessels. A larger version, believed to have been launched within a year of it's smaller cousin, is oddly used exclusively along the upper expansion boarder of the Gorn Alliance. Scanned by long range Federation exploration vessels, the B model appears to mount more powerful torpedoes and a larger impulse drive. It is uncertain why these vessels are not encountered along the Federation boarder, but one is know to be operating within the Outback region between the three local superpowers.

The C variant is believed to have been constructed in direct response to the Cestus III encounter. Indication are that the Gorn replaced the more powerful but shorter ranged GP-2 with the more accurate and longer ranged GP-3. It appears that the encounter with the Enterprise's long range photon torpedoes encouraged the design change, and coupled with the efficient shield system, the MD-8c is thought to be a dangerous vessel for most light to medium cruisers.

In late 2277, the first MD-8d was scanned along the Federation boarder. The D variant mounts more powerful beam weapons, believed to be GBL-6's. Power readings also indicate that the D variant uses a stronger shield generator. To date, no combat records have been found with D model engagements, and the vessels have not been monitored within the Outback or along the Romulan boarder.

By late 2283, conflict between the Gorn and Romulans had become an open affair. The initial Clanhaven Accords were quickly amended to allow heavier Federation vessels along the boarders and into the Outback region. Although no great love existed between the Federation and Gorn Alliance, the Matriarchs of the Alliance seemed to know that allowing a stronger Federation presence near mutual Gorn / Romulan space would curtail Romulan activities in those areas for fear of bringing the Federation into a more generalized conflict. Although the adopted resolutions did cause increased tension within the Gorn Alliance, the presence of Federation forces near the conflict zones did force the Romulan to reexamine their "end-run" strategy, bidding time for Gorn forces to consolidate.

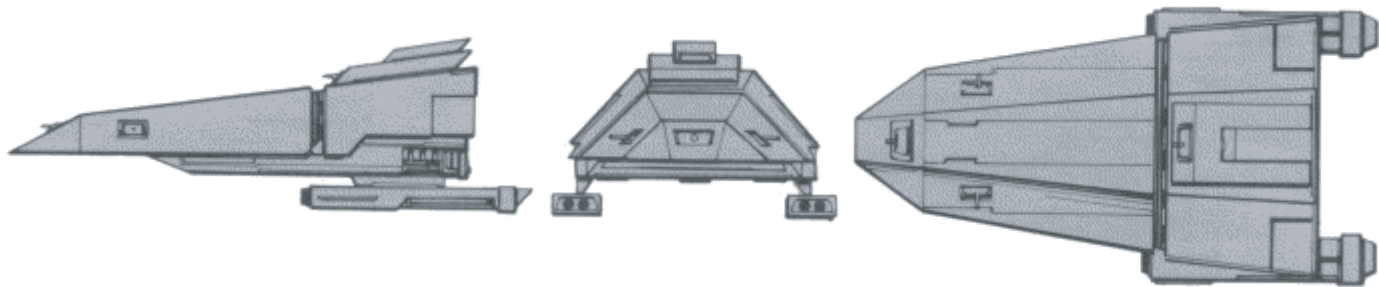
Bidding time also allowed the Gorn to develop more powerful ships, including the E model of the MD-8. Launched sometime between 2283 and 2284, the MD-8e was a significantly up-gunned variant of the MD-8 class. The E model incorporates the GBL-10 weapon system, mixing power and range in a lethal combination. Long range combat scans also show the use of high firepower torpedoes, believed to be GP-5's. Shielding also seems to have been improved significantly, and most encounters with Romulan forces end in stalemates or Gorn victories. The E model seems to be more prolific as of late, and one was recently scanned leaving Clanhaven, where negotiations are once again underway to expand the Gorn/Federation charters.

In 2293, Federation interests, operating with Tellarite mining concerns within the Outback, observed a dramatic battle between two Gorn vessels. At first, it was thought that the combat may be a training exercise within Gorn space. After several minutes of combat, the Tellarite captain ordered his vessel to enter the uncharted system and take up position to watch the maneuvers. Knowing he would most likely be chased from the system, under fire, the Tellarite captain was surprised to discover that he was observing no mere training exercise. Both vessels pounded one another for several more minutes before it became clear that one MD-8 significantly outgunned the other. Knowing that internal matters of honor often brought out an even more aggressive side to Gorn captains, the Tellarites made a quick scan of the victor and departed the systems at high warp.

Within days, Star Fleet had added the F model to the Gorn fleet registry. The F model is believed to be the most powerful front line cruiser currently in use by the Gorn. With the vessel rarely seen along the Federation boarder, it is believed that the F model is used primarily against the Romulans. The F model uses the GBL-11 disruptor system, giving the MD-8f a clear advantage in combat. Heavy torpedoes are also mounted on the vessel, equal to the best the Romulans or Federation have in their inventory. But most significantly are indication of frighteningly power shields, well beyond the standard shielding capabilities of most vessels of this class. Coupled with a powerful sensor suite, the MD-8f is one of the most dangerous Gorn vessel in space, and will likely remain so for many years to come.

Current production rate can not be confirmed, but estimates are that 6 MD-8 are built per year, including 2 E's and 4 F's. Although the exact disposition of the fleet is uncertain, it is believed that of the 270 or more MD-8's built, one A model has been destroyed. Indications are that one B model has disappeared and that three model C's have been destroyed in combat. One model D has been confirmed destroyed by other Gorn forces. One model E is also listed as missing. It is uncertain if this vessel was lost due to political strife within the Alliance or as a result of exploration duties along the expansion boarder. One A model has been scanned under and independent pennant. It is believed this vessel is either a privateer or was sold to political allies, an uncommon but not unheard of practice for the Alliance. The MD-8 is believed to be under contract to several prominent Clan within the Allinace.

MA-12 CLASS VII LIGHT CRUISER



CONSTRUCTION DATA:

Class -	VII	VII	VII	VII	VIII	VIII
Model -	A	B	C	D	E	F
Date Entering Service -	2263	2266	2269	2273	2278	2281
Number Constructed -	34	35	30	30	40	60

HULL DATA:

Superstructure Points -	26	26	26	26	29	32
Damage Chart -	C	C	C	C	C	C
Size						
Length -	179 m	179 m	179 m	179 m	179 m	179 m
Width -	94 m	94 m	94 m	94 m	94 m	94 m
Height -	59 m	59 m	59 m	59 m	59 m	59 m
Weight -	95,673 mt	98,798 mt	98,853 mt	99,948 mt	108,650 mt	115,215 mt
Cargo						
Cargo Units -	110 SCU	110 SCU	110 SCU	110 SCU	120 SCU	130 SCU
Cargo Capacity -	5,500 mt	5,500 mt	5,500 mt	5,500 mt	6,000 mt	6,500 mt
Landing Capacity -	None	None	None	None	None	None

EQUIPMENT DATA:

Control Computer Type -	1CG	1DG	1DG	1DG	1EG	1GG
Transporters -						
Standard 9-person -	2	2	2	2	2	2
Emergency 25-person -	3	3	3	3	3	3
Cargo -	1	1	1	1	1	1

OTHER DATA:

Crew -	131	135	135	136	148	157
Troops -	-	-	-	-	-	-
Shuttlecraft -	6	6	6	6	6	6

ENGINEERING:

Total Power Units Available -	35	35	36	36	37	44
Movement Point Ratio -	4/1	4/1	4/1	4/1	4/1	4/1
Warp Engine Type -	GWD-1	GWD-1	GWD-1	GWD-1	GWD-1	GWD-1
Number -	2	2	2	2	2	2
Power Units Available -	16	16	16	16	16	16
Stress Chart -	O/L	O/L	O/L	O/L	O/L	O/L
Max Safe Cruising Speed -	Warp 6	Warp 6	Warp 6	Warp 6	Warp 6	Warp 6
Emergency Speed -	Warp 7	Warp 7	Warp 7	Warp 7	Warp 7	Warp 7
Impulse Engine Type -	GID-1	GID-1	GIB-3	GIB-3	GIF-1	GIG-1
Power Units Available -	3	3	4	4	5	12

WEAPONS AND FIRING DATA:

Beam Weapon Type -	GBL-2	GBL-4	GBL-5	GBL-7	GBL-9	GBL-8
Number -	4	6	6	6	6	6
Firing Arcs -	2 p/f/s, 2 p/a/s	4 p/f/s, 2 p/a/s	4 p/f/s, 2 p/a/s	4 p/f/s, 2 p/a/s	4 p/f/s, 2 p/a/s	4 p/f/s, 2 p/a/s
Firing Chart -	G	P	O	R	X	W
Maximum Power -	4	5	4	5	4	6
Damage Modifiers						
+3	-	(1-6)	(1-6)	(1-6)	(1-8)	(1-10)
+2	-	(7-12)	(7-10)	(7-12)	(9-18)	(11-15)
+1	-	(13-18)	(11-12)	(13-16)	(19-20)	(16-20)
Torpedo Weapon Type -	GP-2	GP-2	GP-2	GP-2	GP-4	GP-6
Number -	2	2	2	2	2	2
Firing Arcs -	2 f	2 f	2 f	2 f	2 f	2 f
Firing Chart -	K	K	K	K	Q	R
Power To Arm -	2	2	2	2	2	2
Damage -	10	10	10	10	16	20

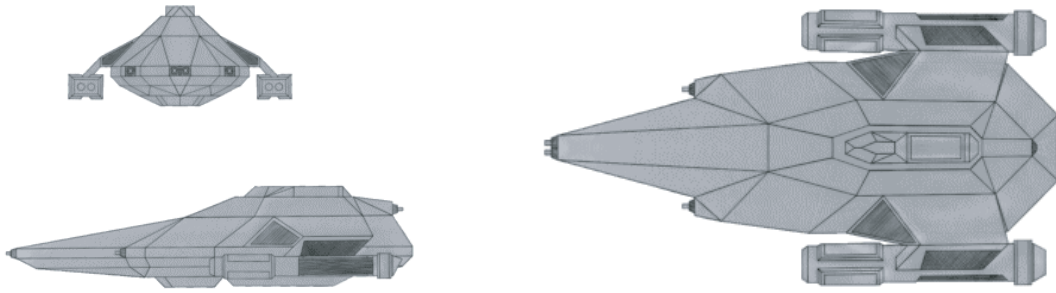
SHIELD DATA:

Deflector Shield Type -	GSG	GSE	GSE	GSH	GSK	GSP
Shield Point Ratio -	1/1	1/2	1/2	1/2	1/2	1/2
Maximum Shield Power -	11	9	9	10	13	21

COMBAT EFFICIENCY:

D -	65.2	75.2	76.2	77.2	86.5	106.8
WDF -	10.4	22.8	26.4	32.4	47	62.8

SA-3 (SALAMANDER) CLASS V LIGHT DESTROYER



CONSTRUCTION DATA:

Class -	V
Model -	Mk I
Date Entering Service -	2268
Number Constructed -	4

HULL DATA:

Superstructure Points -	14
Damage Chart -	C
Size	
Length -	250 m
Width -	135 m
Height -	43 m
Weight -	59,981 mt
Cargo	
Cargo Units -	50 SCU
Cargo Capacity -	2,500 mt
Landing Capacity -	Yes

EQUIPMENT DATA:

Control Computer Type -	1-DG
Transporters -	
Standard 6-person -	3
Combat 20-person -	1

OTHER DATA:

Crew -	163
Troops -	20
Passengers -	10

ENGINEERING:

Total Power Units Available -	35
Movement Point Ratio -	3/1
Warp Engine Type -	GWC-1
Number -	2
Power Units Available -	16 ea.
Stress Chart -	M/O
Max Safe Cruising Speed -	Warp 7
Emergency Speed -	Warp 8
Impulse Engine Type -	GID-1
Power Units Available -	3

WEAPONS AND FIRING DATA:

Beam Weapon Type -	GBL-3
Number -	2
Firing Arcs -	2 p/f/s
Firing Chart -	P
Maximum Power -	7
Damage Modifiers	
+3	(1-6)
+2	(7-12)
+1	(13-18)
Torpedo Weapon Type -	GP-2
Number -	3
Firing Arcs -	2 f, 1 a
Firing Chart -	K
Power To Arm -	2
Damage -	10

SHIELD DATA:

Deflector Shield Type -	GSH
Shield Point Ratio -	1/2
Maximum Shield Power -	10

COMBAT EFFICIENCY:

D -	67.7
WDF -	29.0

Notes:

The story of the ill fated Salamander Class destroyer is considered by most interstellar shipbuilding historians to be one of the most disastrous in Gorn history.

Though the Gorn had already proven that they were capable of creating massive designs and powerfully armed warships, such as the BH-2 battleship, their shield, photon and warp technology research were all still sorely behind that of the other major races of the Alpha Quadrant. Gorn ambition had outstripped Gorn technological development, stranding many advanced designs on the drawing board because Gorn contractors were unable to provide sufficiently advanced equipment to the Gorn shipyards.

The solution, according to Gorn Alliance shipbuilders, was not to create larger vessels to compensate for their naval weaknesses, but to make them smaller. Compact vessels like the MA-12 and the SS-3 were successful designs, but were slow and clunky compared to the other races more nimble ships. The Gorn needed a vessel that could go toe to toe with the smaller ships of the United Federation of Planets, the Klingon and Romulan Empires, and even the light footed Orion privateer fleets. Though one of the designers suggested that they stay true to their shipbuilding doctrines, building brutish, slow-moving battleships, the rest of the design team thought that a fast ship was needed; a ship that could strike quickly and hard. They named the project 'Salamander', after an amphibious species from the Gorn home world—a species reputed for its nasty temper, agility, and swiftness.

The first design of the Salamander was insufficient, due to gravimetric stresses it suffered at the connection points between the warp nacelles and the main body of the ship.

The second design of the Salamander worked well under warp, but its torpedo guidance systems were prone to malfunction. While under test trials, the Salamander accidentally disabled a Gorn freighter when its Friend-or-Foe Recognition systems (under control of a new type of computer at the time) mistook the freighter for a Federation Firestorm class destroyer. Afterwards, it was scrapped because the ship's systems would only work on the new computer system. Bugs in the system prevented the use of a standard 1DG computer.

The third design corrected the nacelle structural integrity and incorporated a more reliable version of the 1DG computer. However, the new ship's warp core critically self destructed, destroying the prototype. Investigation later found that a flaw in the warp core's casing, combined with a crack in the dilithium chamber, caused a breach in magnetic containment and started the catastrophic explosion.

The designers finally got it right when they released the 'U' prototype. Though coming from a lineage of fault prone battleships, the BHU-1 Salamander class destroyer was the best variant yet.

The BHU-1 incorporated the newest in torpedo and blaster designs, topped off with a satisfactory shielding system. The ship was sturdy due to its strong structural supports, and it was faster than anyone expected during mock firefights. One of the more successful test trials saw the BHU-1 destroy two Gorn dummy ships simulating Larson class vessels, in only eight minutes of pitched fighting.

Satisfactory combat results were not enough to appease the Gorn Alliance command, however. The Salamander Project had already gone through three prototypes, and the reports of their shortcomings were causing grumbles at high levels. Upon review of the vessel, the Gorn high command was not satisfied with the weapons configuration on the BHU-1 ship. They found the Salamander too lightly armed compared to their contemporary designs.

The high command's opinions were not based on speculation, but on mock battle data itself. The Larson simulations were far from challenging, and the Salamander truly was under armed. It only had two blasters—a pitiful amount of energy-based weapons according to rival ship designers—forcing to rely almost entirely on its missile weaponry. The three GP-2 launchers were fairly powerful, but unspectacular compared to other races' photon torpedo systems. Not to mention the fact that spreading out the torpedo bays in two different arcs eliminated the possibility of concentrating all torpedo fire into a single arc for killing blows.

The Salamander team tried to explain itself.

The reason behind the BHU-1's limited weapons was due almost entirely to mass restriction; again, an imposition placed upon the team by the inferiority of key ship components when compared to peer products from the UFP, Romulans, and Klingons. In order to make the Salamander relatively fast or agile, the total mass had to be kept relatively low. But Gorn manufacturing processes could not produce sufficiently compact equipment along the lines of the Federation or the other advanced governments, thus the overall potency of the Salamander suffered.

The Salamander was also deemed an expensive ship to operate and maintain. Its reliance on torpedo launchers meant that the Salamander had to be equipped with extra photon torpedoes, but due to minimal cargo space, the ship only had half the photon compliment that the high command desired for the class. The high command came to the conclusion that the Salamander could not operate as a fast striking destroyer unless it was escorted by larger ships, or freighters supplying more photon torpedoes, thereby neglecting the primary contract prerequisite that the Salamander be capable of totally autonomous operation during offensive maneuvers. Also,

the ship's light structure required maintenance every five years, as well as computer refurbishing every three years; almost half the norm of most Gorn ships.

It was ultimately decided that the Salamander project would be cancelled. The Salamander was placed on the reserve fleet, then mothballed.

SS-3 CLASS VI-VII DESTROYER



NOTES:

Known Sphere of Operation: Alliance Wide Use
 Data Reliability: Class B
 Major Data Source: Gorn Sector Intelligence

The SS-3 is perhaps one of the most encountered Gorn vessels along the Federation border. Since it's first detection in 2270, the SS-3 has been encountered no less than 50 times over the years. The initial Gorn/Federation treaties banned vessels over 100,000 mt from patrolling the mutual border, and several clans quickly built and fielded destroyer sized vessels to help strengthen border patrols.

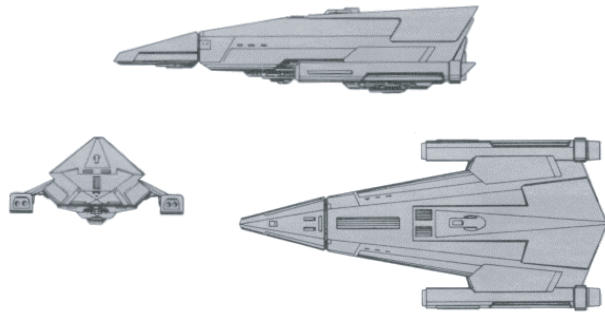
The SS-3 is a typical Gorn design. Its weapons are laid out to provide decent coverage against pirate vessels, but can quickly concentrate on a single target and bring a moderately powerful blow to bear. The SS-3 also incorporates forward and aft torpedo systems, which can further enhance the destroyers combat capabilities. SS-3's have so far never been encountered alone, and are always found escorting other vessels or in groups of two or three, where their heavy armor makes them a dangerous opponent.

The SS-3a was the first model encountered and is the only model that was closely scanned at the Clanhaven accord negotiations. At the time, the A model was the equal to most medium destroyers of the period. The SS-3a had a number of drawbacks, though. Compared to other navies, the A model was somewhat underpowered compared to it's weapon load. It's unmaneuverability appears to have been a major restriction in many of the recorded military encounters. The A models power intensive shield system further reduced maneuvering capability. Initial reports also indicated that the sensor systems were not as sophisticated as those of other Gorn vessels. With shield and maneuvering power seriously lacking, the SS-3a was believed to be under scrutiny for possible replacement. Intelligence reports point to the SS-3a's being used as police ships and escorts, where their heavy armor would be a major deterrent to the growing pirate fleets of the Outback.

The SS-3b was an immediate improvement on the older A model. Scan indicate that a more powerful warp drive is installed on these models, and that the weapon load has been significantly upgunned. As with all Gorn designs, maneuverability still remain below comperable naval designs, but the B model significantly improves shield efficiency. This model seems to have come into use some time after 2279 in direct response to hostilities with the Romulans.

In 2284, as open war loomed between the Gorn Allinace and Romulan Star Empire, Star Fleet intelligence resources near Romulan space observed a single SS-3 design attacking a Romulan destroyer of unknown class. The battle was later described as "Titanic" by analysis personnel. The SS-3 seemed to absorb blow upon blow that would have crippled other vessels. The Romulan vessel was soon in serious trouble, even after a Romulan S-11 scout arrived. The SS-3 used it's aft torpedo to batter the Bird of Prey. Only when a Romualn V-27 was detected on long range did the SS-3 withdraw at top speed. The Intelligence probe was soon out of range of the battle, but impressiveness of the new SS-3 was unmistakable. Later scans shows the new C model to have stronger shields. The C model's weapons were also significantly more accurate and powerful than the B model. The SS-3c is believed to now be the standard model. It is unknown if A or B models are being upgraded to the C model. Fears of a D model have not yet surfaced.

Best guess estimates place production of the SS-3 at 5 per year, although this rate may be slowing. It is believed that the Hrsk'ri Clan is the major builders of the SS-3. Surprisingly, the destroyer has been spotted along the expansion frontier, traditionally a Gris'tik production area. Which of the two clans are producing the SS-3 remains a mystery, but a cooperation between the two clans is unlikely due to the major design philosophy differences. Of the estimated 300 or more so far built, only 1 is believed to have been lost. Listed as missing, this vessels is believed to have been commandeered by Gorn Separatist forces who seek a more militant stance against the Federation and Romulans. Although records are sketchy, it is believed that 4 a's, 2 b's and 1 c have been destroyed, all in fairly recent combat experiences with Romulan forces. One A model is know to have been scrapped after engaging a large pirate base within the Adria system. The disposition of the remained vessels is unknown.



CONSTRUCTION DATA:

	VI	VI	VII
Class -	VI	VI	VII
Model -	A	B	C
Date Entering Service -	2270	2279	2283
Number Constructed -	100	90	150

HULL DATA:

	VI	VI	VII
Superstructure Points -	20	22	25
Damage Chart -	C	C	C
Size			
Length -	129 m	129 m	129 m
Width -	60 m	60 m	60 m
Height -	41 m	41 m	41 m
Weight -	69,158 mt		

Cargo

Cargo Units -	90 SCU	100 SCU	110 SCU
Cargo Capacity -	4,500 mt	5,000 mt	5,500 mt
Landing Capacity -	None	None	None

EQUIPMENT DATA:

	VI	VI	VII
Control Computer Type -	1DG	1DG	1KG
Transporters -			
Standard 9-person -	2	2	2
Combat 20-person -	-	-	-
Emergency 25-person -	2	2	2
Cargo -	1	1	1

OTHER DATA:

Crew -	105	117	130
Troops -	-	-	-
Shuttlecraft -	4	4	4

ENGINEERING:

Total Power Units Available -	36	40	40
Movement Point Ratio -	4/1	4/1	4/1
Warp Engine Type -	GWC-1	GWC-2	GWC-2
Number -	2	2	2
Power Units Available -	16	18	18
Stress Chart -	M/O	M/O	M/O
Max Safe Cruising Speed -	Warp 6	Warp 6	Warp 6
Emergency Speed -	Warp 7	Warp 7	Warp 7
Impulse Engine Type -	GIB-3	GIB-3	GIB-3
Power Units Available -	4	4	4

WEAPONS AND FIRING DATA:

	VI	VI	VII
Beam Weapon Type -	GBL-5	GBL-6	GBL-8
Number -	4	4	4
Firing Arcs -	2 f/p, 2 f/s	2 f/p, 2 f/s	2 f/p, 2 f/s
Firing Chart -	O	M	W
Maximum Power -	4	7	6
Damage Modifiers			
+3	(1-6)	(1-5)	(1-10)
+2	(7-10)	(6-10)	(11-15)
+1	(11-12)	(11-15)	(16-20)
Torpedo Weapon Type -	GP-3	GP-5	GP-6
Number -	2	2	2
Firing Arcs -	1 f, 1 a	1 f, 1 a	1 f, 1 a
Firing Chart -	O	R	R
Power To Arm -	2	2	2
Damage -	8	14	20

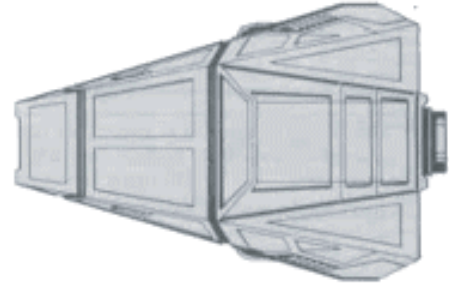
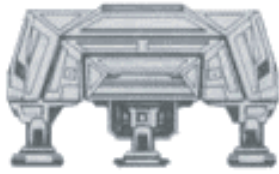
SHIELD DATA:

Deflector Shield Type -	GSG	GSH	GSN
Shield Point Ratio -	1/1	1/2	1/2
Maximum Shield Power -	12	10	15

COMBAT EFFICIENCY:

D -	58.6	74.5	85.8
WDF -	21.8	34.8	49.8

CS-6 (Vess'Ru) CLASS II COURIER/SCOUT



CONSTRUCTION DATA:

Class -	II	II	II	II
Model -	A	B	C	E
Date Entering Service -	2263	2268	2373	2280
Number Constructed -	2350	1350	350	260

HULL DATA:

Superstructure Points -	4	4	4	6
Damage Chart -	C	C	C	C
Size				
Length -	35 m	35 m	35 m	35 m
Width -	26 m	26 m	26 m	26 m
Height -	10 m	10 m	10 m	10 m
Weight -	10,288 mt	10,628 mt	11,193 mt	14,434 mt

Cargo

Cargo Units -	10 SCU	5 SCU	15 SCU	5 SCU
Cargo Capacity -	500 mt	250 mt	750 mt	250 mt
Landing Capacity-	Yes	Yes	Yes	Yes

EQUIPMENT DATA:

Control Computer Type -	A1G	A1G	A1G	B1G
Transporters -				
Standard 9-person -	1	1	1	1
Cargo -	1	1	2	1

OTHER DATA:

Crew -	8	12	8	6
Passengers -	6	4	6	8

ENGINEERING:

Total Power Units Available -	10	11	11	12
Movement Point Ratio -	1/1	1/1	1/1	2/1
Warp Engine Type -	GWA-1	GWA-1	GWA-1	GWA-2
Number -	1	1	1	1
Power Units Available -	9	9	9	10
Stress Chart -	Q/R	Q/R	Q/R	Q/R
Max Safe Cruising Speed -	Warp 6	Warp 6	Warp 6	Warp 6
Emergency Speed -	Warp 7	Warp 7	Warp 7	Warp 7
Impulse Engine Type -	GIA-1	GIA-2	GIA-2	GIA-2
Power Units Available -	1	2	2	2

WEAPONS AND FIRING DATA:

Beam Weapon Type -	GBL-3	GBL-3	GBL-1	GBL-4
Number -	1	2	4	2
Firing Arcs -	1 f	1 f/p, 1 f/s	2 f/p, 2 f/s	2 f
Firing Chart -	K	K	B	P
Maximum Power -	3	3	4	5
Damage Modifiers				
+3	(1-5)	(1-5)	-	(1-6)
+2	(6-10)	(6-10)	-	(7-12)
+1	(11-15)	(11-15)	-	(13-18)

SHIELD DATA:

Deflector Shield Type -	GSA	GSA	GSC	GSC
Shield Point Ratio -	2/1	2/1	2/1	2/1
Maximum Shield Power -	7	7	9	9

COMBAT EFFICIENCY:

D -	39.7	41.2	47.3	43.1
WDF -	2.3	4.6	2.8	5.6

NOTES:

The CS-6 is one of the simplest and most common front line couriers within the Gorn Alliance, and is the only known Gorn vessel to be sold on the open market. Designed primarily as diplomatic courier and light transport, the CS-6 is Spartan when compared to other courier vessels, even the frugal Romulan CS-2.

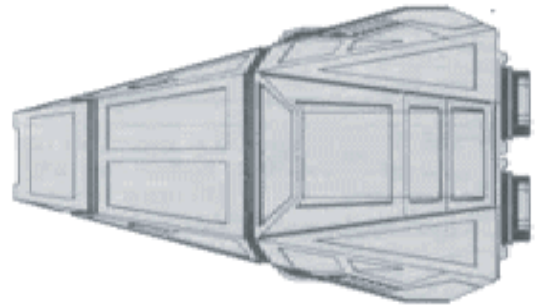
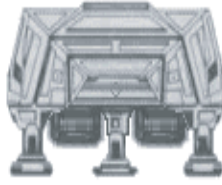
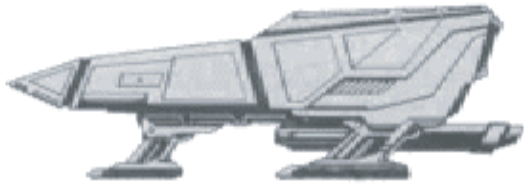
The A model is the most common variant, and is found in great numbers on every Gorn home world. Based on the four man CB-6 scout, the CS-6 has a much smaller cargo compartment and only two luxury suites used by the Prime diplomat and his first assistant. Other passengers and crew are confined to dual cabins with few amenities. Despite its sparse appearance, the CS-6 has a full range of diplomatic on-board systems that allow the vessel to tie in to any know planetary network. The CS-6 also has a full suite of covert sensor systems, allowing diplomats the ability to analyze potential client worlds and their military assets. The A model is lightly armed with a single GBL-3, use primarily to discourage armed shuttle attack. The CS-6 Model A is produced at a rate of 20 per year.

With the violent reaction of the Romulans to first contact with the Alliance, Gorn designers quickly improved the CS-6. The Model B was introduced some time during 2268 and quickly began replacing the A model along the Outmarch boarder. The Model B could better defend it self, mounting two GBL-3's and an enlarged impulse drive. The Model B reduced the diplomatic contingent as well as the cargo space, but could conduct combat operations when used in small squadrons of 3 or more. Although successful for nearly 10 years, the B model was eventually replaced by the E model in 2280. Of the roughly 1300 built, only 720 are believed to still be in operation. Both the A and B models have been sold to allies and political associates of the Alliance, but exact numbers are not yet know.

The Model C was the first heavy combat departure of the CS-6 design. Believed to have been designed to operate behind enemy lines, the Model C was heavily armed with short-range disruptors that, when concentrated, could threaten most light to medium combat starships. The Model C was intended to operate alone, contacting worlds subjugated by Romulan forces. It's single engine and small size allowed the Model C to operate well behind enemy lines, and is credited with bringing arms and military consultants to nearly a dozen worlds under Romulan control. None the less, the short range of the Model C's weapons left it vulnerable to attack when operating along. Reports indicate that nearly 100 have been lost, most believed to have been destroyed behind enemy lines. Of the remaining 250 know to have been built, most are still operating along the Romulan boarder. To date, Star Fleet has no knowledge of any Model C being sold or captured.

The Model E, which saw an improvement on the unsuccessful D model, is believed to be the replacement for the aging A model. The E mounts two GBL-4's which give the courier the ability to defend against small pirate vessels that have begun appearing in the Outmarch and along the Gorn/Tholian boarder. The E model is less maneuverable than previous models, though, and is no more spacious, making it somewhat of a less desirable design. To date, only 260 are believed to have been constructed. Field reports indicate that many Gorn diplomats and administrators prefer the A model despite it's age. The E model, like the C variant, is not known to be available commercially. Two are known to have been captured by the Romulans and may have been retrofitted. Star Fleet has been unable to confirm which production facility is producing the E model, but talks at the Clanhaven conference seem to indicate that the model will most likely be retired soon.

RS-4 CLASS III RECON SCOUT



CONSTRUCTION DATA:

Class - III
 Model - A
 Date Entering Service - 2265
 Number Constructed - 78

HULL DATA:

Superstructure Points - 10
 Damage Chart - C
 Size
 Length - 70 m
 Width - 26 m
 Height - 10 m
 Weight - 24,638 mt

Cargo

Cargo Units - 12 SCU
 Cargo Capacity - 600 mt
 Landing Capacity - Yes

EQUIPMENT DATA:

Control Computer Type - 1CG
 Transporters -
 Standard 9-person - 1
 Combat 20-person - -
 Emergency 25-person - 1
 Cargo - 1

OTHER DATA:

Crew - 36
 Troops - -
 Shuttlecraft - -

ENGINEERING:

Total Power Units Available - 19
 Movement Point Ratio - 2/1
 Warp Engine Type - GWA-1
 Number - 2
 Power Units Available - 9
 Stress Chart - Q/R
 Max Safe Cruising Speed - Warp 7
 Emergency Speed - Warp 8
 Impulse Engine Type - GIB-1
 Power Units Available - 1

WEAPONS AND FIRING DATA:

Beam Weapon Type - GBL-4
 Number - 2
 Firing Arcs - 1 f/p, 1 f/s
 Firing Chart - P
 Maximum Power - 5
 Damage Modifiers
 +3 (1-6)
 +2 (7-10)
 +1 (11-12)
 Torpedo Weapon Type - GP-3
 Number - 1
 Firing Arcs - 1 f
 Firing Chart - O
 Power To Arm - 2
 Damage - 8

SHIELD DATA:

Deflector Shield Type - GSF
 Shield Point Ratio - 2/1
 Maximum Shield Power - 10

COMBAT EFFICIENCY:

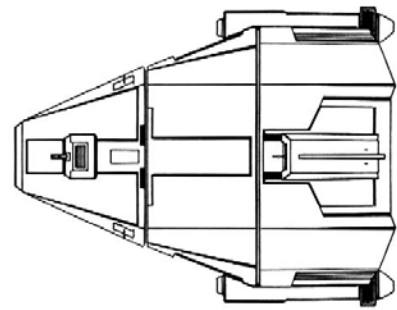
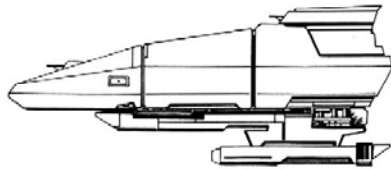
D - 35.3
 WDF - 10.9



NOTES:

Known Sphere of Operation: Alliance Wide Use
 Data Reliability: Class C
 Major Data Source: Gorn Sector Intelligence

JI-2 (Vovossa) CLASS VII MONITOR



CONSTRUCTION DATA:

Class -	VII
Model -	A
Date Entering Service -	2270
Number Constructed -	150

HULL DATA:

Superstructure Points -	20
Damage Chart -	C
Size	
Length -	140 m
Width -	110 m
Height -	60 m
Weight -	89,268 mt

Cargo	
Cargo Units -	400 SCU
Cargo Capacity -	20,000 mt
Landing Capacity -	None

EQUIPMENT DATA:

Control Computer Type -	1DG
Transporters -	
Standard 9-person -	4
Combat 20-person -	1
Emergency 25-person -	3
Cargo -	3

OTHER DATA:

Crew -	48
Troops -	20
Shuttlecraft -	4

ENGINEERING:

Total Power Units Available -	36
Movement Point Ratio -	4/1
Warp Engine Type -	GWD-1
Number -	2
Power Units Available -	16
Stress Chart -	O/L
Max Safe Cruising Speed -	Warp 6
Emergency Speed -	Warp 7
Impulse Engine Type -	GIB-3
Power Units Available -	4

WEAPONS AND FIRING DATA:

Beam Weapon Type -	GBL-4
Number -	4
Firing Arcs -	1 f/p, 2 f, 1 f/a
Firing Chart -	P
Maximum Power -	5
Damage Modifiers	
+3	(1-6)
+2	(7-12)
+1	(13-18)
Beam Weapon Type -	GBL-3
Number -	4
Firing Arcs -	2 p/a, 2 s/a
Firing Chart -	K
Maximum Power -	3
Damage Modifiers	
+3	(1-5)
+2	(6-10)
+1	(11-15)

SHIELD DATA:

Deflector Shield Type -	GSH
Shield Point Ratio -	1/2
Maximum Shield Power -	10

COMBAT EFFICIENCY:

D -	68.6
WDF -	20.4

NOTES:

Known Sphere of Operation: Federation Boarder
 Data Reliability: Class D
 Major Data Source: Gorn Sector Intelligence

The Vovossa class monitors are one of the newest ships to be scanned along the Federation/Gorn boarders. These vessels have only recently appeared on long-range scans and seem to be performing the duties of a system monitor. Their actual duties are unknown at this time; however, all monitoring of these ships indicate that they are only used in systems that share a common boarder with the Federation.

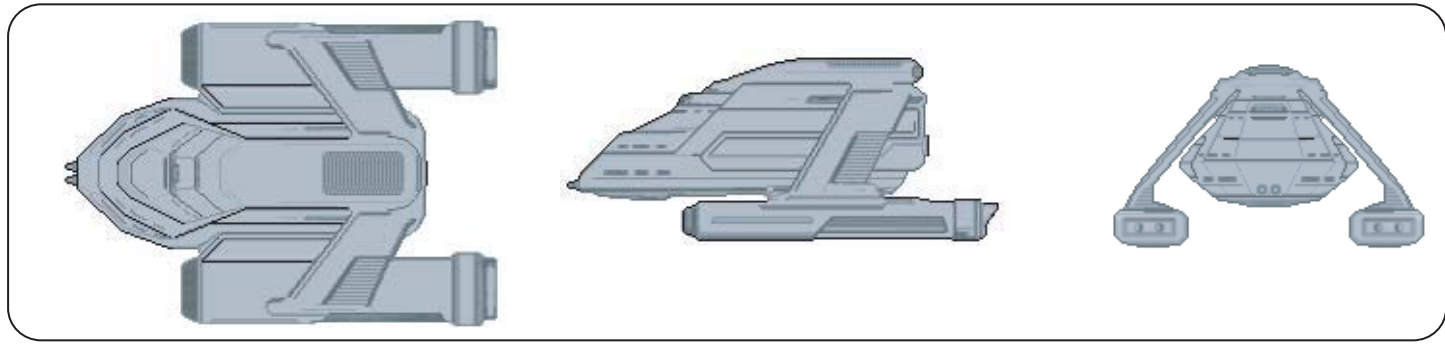
Their numbers seem to be increasing, so that a vessel entering Gorn space would most likely encounter a Vovossa. Anyone encountering one of these vessels can be assured of being stopped and boarded by a contingent of twenty Gorn mariens who will certainly demand the surrender of the vessel. As of this date, no JI-2 has been boarded or even visually sighted by anyone from the Federation. All data that has been produced has been gathered from long-range sensor scans.

Like all the Gorn ships known to Star Fleet, the JI-2 is an unmaneuverable heavily-armed gun platform. This class of monitor mounts four GBL-3 and four GBL-4 blasters that are capable of overlapping fields of fire. The major drawback to the Gorn weaponry is its lack of adequate range and its limited damage-inflicting capability. The GBL-3 has a range of only 150,000km, and the GBL-4 only 180,000km. Against any capital ship of the major starfaring powers they would be at a severe disadvantage, but the monitor is not intended for combat of this type. Against marauders, smugglers, pirates and the like it is more than a match, and for this it was designed.

It has been speculated that all Gorn vessels use little shielding in their engine compartments and the JI-2 is no exception. Even the most cursory scan of these vessels reveals that they emit a very high level of radiation. The strength of these emissions suggests that the levels inside the craft might be fatal to Humans and humanoid life. It seems that the Gorn skin is capable of resisting or deflecting such harmful radiation where Human skin can not. It is very doubtful that any member of any Federation race could survive for very long without personal shielding if help captive in any Gorn vessel.



TH-2 (G'glei) CLASS XI TRANSPORT



CONSTRUCTION DATA:

Class -	XI
Model -	A
Date Entering Service -	2280
Number Constructed -	35

HULL DATA:

Superstructure Points -	25
Damage Chart -	B
Size	
Length -	218.5 m
Width -	155.1 m
Height -	92.6 m
Weight -	167,445 mt

Cargo

Cargo Units -	100 SCU
Cargo Capacity -	5,000 mt

Landing Capacity -

None

EQUIPMENT DATA:

Control Computer Type -	1-KG
Transporters -	
Standard 8-person -	2
Cargo: small -	1
large -	1

OTHER DATA:

Crew -	110
Passengers -	20
Shuttlecraft -	2

ENGINEERING:

Total Power Units Available -	78
Movement Point Ratio -	5/1
Warp Engine Type -	GWE-2
Number -	2
Power Units Available -	30 ea.
Stress Chart -	Q/R
Max Safe Cruising Speed -	Warp 6
Emergency Speed -	Warp 8
Impulse Engine Type -	GIG-2
Power Units Available -	18

WEAPONS AND FIRING DATA:

Beam Weapon Type -	GBL-11
Number -	2
Firing Arcs -	2 f
Firing Chart -	W
Maximum Power -	9
Damage Modifiers	
+3	(1-9)
+2	(10-15)
+1	(16-20)
Torpedo Weapon Type -	GP-2
Number -	2
Firing Arcs -	1 f, 1 a
Firing Chart -	K
Power To Arm -	2
Damage -	10

SHIELD DATA:

Deflector Shield Type -	GS3
Shield Point Ratio -	1/2
Maximum Shield Power -	7

COMBAT EFFICIENCY:

D -	155.8
WDF -	23.0

Notes:

The G'glei, know to Star Fleet as the Tortoise Class, is a heavy utility tug currently in production by the Gorn Alliance with the primary role of Fleet Support ship. In this capacity it is designed to serve the fleet in various ways. As a transport it will serve the logistical needs of the fleet, hauling cargo to forward areas needing resupply. But it is the modules designed for the transport that make the ship unique and truly valuable to the Gorn. The Repair Module is a towed drydock which, while relatively inexpensive to build, has no engines of its own. The Assault Module can house armed shuttles and troops and has phaser batteries to support ground combat operations, but again, this module has no engines. In order to be of use, the modules must be towed to the areas where they are required.

At that point, the decision can be made on whether to separate the module and depart (freeing up the transport for other missions), or whether to remained docked. While in the docked configuration, all power to the module is supplied by the transport. Once separated, the Module relies on matter-anti-matter power generators and essentially operates as a station, lacking movement capability.

In it's docked Repair or Assault configurations, the Tortoise has plenty of spare power and a good, if modest, weapons arrangement. In this respect it meets a need sorely lacking to the Alliance in the past. Where fleet warships had to limp home for repairs in the past, or be utilized as in-system monitors, they can now call upon the Tortoise. In some cases, the Tortoise has even been known to separate it's module and act as a warship in it's own right (although it is not particularly maneuverable).

The Tortoise, which began construction in 2280, is currently being produced at a rate of 4 per year. In light of favorable reports production will likely increase. It is not currently known to Starfleet which clans are producing which modules, however, it is known that all of the clans have a stake of some sort in the production of Tortoise components.

CLASSIFIED AUTHORIZED PERSONNEL ONLY

The Gorn Ship Recognition Manual details many of the ships found within the Gorn Hegemony. This intensive work reveals many of the details concerning the Gorn fleet from before and after first contact with the Federation and other races along their boarder. From thier first disasterous contact with the Federation to their protracted conflict with the Romulans, all the latest intelligence material is compiled into one work. This manual is a must for all FASA Star Trek enthusiasts.

Shown on the front cover is a view of the BH-2 Class Heavy Battleship. Shown on the back SS-3 and MD-8 Class vessels.

