

GORN HEGEMONY



HUMANOID

S'SGARNON

TEM: 08 ATS: 05 HY: 06

AIX Statistics

AG: 75 IN: 50 XE: 60

TECH LEVEL 9

Government

Military Totalitarian

Physical Traits

Aggressive (+1)
Fearsome (+1)

Social Traits

Inefficient Industry (-1)
Warmonger (+1)

Starting Resources

No additional resources

Total Benefits & Penalties

Ground units receive a +1 Attack Bonus

All opposing powers receive -10% penalty to any attempts to declare hostilities/war against power

All opposing powers have 5% chance to accept any Non-Aggression Pact or Armistice offered by power

+20% bonus to all attempts to declare hostilities/war; 15% chance refusal on any offered Armistice

-10% construction capacity penalty to all systems and shipyards

Maintenance decreased by 10% (round down) (ex: $64 * 90\% = 57$ EP)

+20% bonus on all attempts to break treaties

Trade income reduced by 10% (round down) (ex: $8 * 90\% = 7$ EP)

Tech advancement requirements increased to 60% of total domestic product

Negative morale effects are doubled

NPE Modifiers

-15% penalty to all Armistice Checks

Gorn are a cold-blooded, reptilian species with green, leathery skin and an average height of approximately two meters. They tend to be stronger than most humanoids. Their ears are simple holes on the sides of their skulls, and their eyes are silvery and faceted. Their mouths boast an impressive array of sharp carnivorous teeth, and their hands and feet have vicious claws. They have a size and bite radius similar to the now-extinct velociraptors. Like most cold-blooded lifeforms, the Gorn are known to prefer warm temperatures.

Gorn families are generally nuclear, with a mother, father, and children. However, that family is a part of a larger extended family, the Clan. The Clan then belongs to an ever greater community, the Crest which is not only a collective of families but a political force behaving like a political party. There are ten active Crests on S'sgarnon, the most powerful being the Dragon Crest followed by the Phoenix Crest and then Red Crest. The Gorn have a long history of war.

Technology

As of the late 23rd century, Gorn technology was at a similar level to the Federation. Their ships were about as fast as Constitution class vessels. They have had Warp Drive for as long as humans, but have been using particle weapons for only about half that time. Older Gorn vessels were equipped with plasma weapons. They have transporter technology and possess voice duplicator equipment at least good enough to fool a casual listener. Sensor technology is less effective than that of the Federation.

Gorn tactical units possess powerful disruptors, capable of completely disintegrating targets at ranges of around a kilometer. Though, they still use melee weapons and have a fondness for explosives and projectiles.

Gorn Hegemony

Battleships & Dreadnoughts

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
BH-2 Battleship	2265	BB	10	3/2	9	11	4	8	3	-	1	Uncommon	Y	N	Gunship, Shields (6)
DNF-1 Dreadnought	2262	DN	9	2/2	9	14	7	7	3	-	1	Rare	Y	N	Command, Shields (8)
Vrka Assault Carrier	2257	BB	8	3/2	9	5	3	8	3	-	2	Uncommon	Y	N	Assault, Shields (6)
BH-1 Battleship	2247	BB	9	3/2	9	10	3	8	3	-	1	Uncommon	Y	N	Gunship, Shields (6)

Cruisers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Athsseka Battlecruiser	2306	BC	10	3/3	9	13	7	8	3	-	1	Rare	Y	N	Gunship, Shields (8), Towing (2)
Thrulskruta Bulk Cruiser	2290	CA	8	2/3	7	7	5	5	2	-	1	Common	Y	N	Shields (7)
Skura Heavy Cruiser	2287	CA	8	2/3	7	8	4	6	2	-	1	Common	Y	N	Shields (7)
Terradyne Battle Cruiser	2270	BC	6	3/3	8	10	5	5	3	-	1	Common	Y	N	Shields (6)
MD-8 Cruiser	2268	CA	7	2/3	7	7	3	6	2	-	1	Common	Y	N	Shields (4)
Epanterias Medium Cruiser	2266	CL	5	2/4	5	5	4	4	2	-	1	Common	Y	N	Shields (4)
MD-7 Bombardment Cruiser	2263	CA	8	2/3	7	8	2	6	2	-	1	Common	Y	N	Disruptor (3), Shields (4)
MA-12 Cruiser	2256	CA	6	2/3	6	6	3	5	2	-	1	Common	Y	N	Shields (4)
MA-4 Escort Cruiser	2243	CA	5	2/3	6	3	3	5	2	-	1	Common	Y	N	Shields (4)
MA-2 Plasma Cruiser	2240	CA	5	2/3	6	4	1	5	2	-	1	Rare	Y	N	Shields (4), Short Range
Tura'Khur Cruiser	2220	CA	5	2/3	6	5	3	4	2	-	-	Common	Y	N	Shields (4), Short Range
Delekhan Heavy Cruiser	2219	CA	6	2/3	6	4	4	5	2	-	1	Common	Y	N	Shields (6)
Strykhiss Light Cruiser	2219	CL	4	2/4	5	3	3	4	2	-	1	Common	Y	N	Assault, Shields (4)

Carriers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Chokarr Carrier	2268	CV	6	3/3	6	4	3	4	2	4	-	Common	Y	N	Carrier, Shields (4)
Ssazzix Escort Carrier	2263	CVE	4	3/8	2	3	2	3	1	1	-	Common	Y	N	Carrier, Shields (3)
MA-13 Carrier	2258	CV	5	3/3	6	4	2	4	2	2	-	Common	Y	N	Carrier, Shields (4)

Destroyers & Frigates

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Anole Heavy Destroyer	2265	DD	6	3/6	5	7	4	4	2	-	1	Common	Y	N	Shields (5)
Lekar Destroyer (R2)	2264	DD	3	1/6	2	2	2	3	1	-	-	Common	Y	N	Shields (2)
Mpora Escort (R2)	2262	FF	3	2/8	2	3	2	3	1	-	1	Common	Y	N	Shields (2), Short Range
Bhrataar Battle Destroyer	2259	DD	4	2/6	3	3	4	3	1	-	1	Common	Y	N	Shields (3)
SS-3 Heavy Destroyer	2240	DD	5	2/6	3	2	1	4	2	-	1	Common	Y	N	Shields (5)
Mpora Escort (R1)	2220	FF	3	2/8	2	2	1	3	1	-	1	Common	Y	N	Shields (2), Short Range
G'dhar Destroyer	2219	DD	2	2/6	3	1	2	3	1	-	1	Common	Y	N	Shields (2)
Lekar Destroyer (R1)	2215	DD	3	1/6	2	2	1	3	1	-	-	Common	Y	N	Shields (2)

Scouts & Auxillaries

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Vovossa Scout (R2)	2261	EDD	4	2/4	3	1	2	3	1	-	1	Uncommon	Y	N	Scout (1), Shields (2)
Bulk Freighter	2250	AOE	2	1/6	2	2	1	3	1	-	1	Common	Y	N	Supply (2), Shields (2)
Vovossa Scout (R1)	2219	EDD	3	2/4	3	1	2	3	1	-	1	Uncommon	Y	N	Scout (1/2), Shields (2)

Bases & Defenses

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
GH-1 Defense Outpost (R2)	2265	BASE	16	2/1	12	12	6	-	-	-	4	Common	-	-	Shields (10), Supply (1)
GD-2 Battle Station	2245	BASE	40	4/1	36	25	12	-	-	-	12	Common	-	-	Shields (16), Supply (2)
GH-1 Defense Outpost (R1)	2226	BASE	14	2/1	12	9	6	-	-	-	4	Common	-	-	Shields (8), Supply (1)

Fighters & Shuttles

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
G'v'arr Medium Fighter	2260	MF	1/2	1/12	3	1*	2	-	-	-	-	Common	N	Y	Shields (1)
Davga Light Fighters	2258	LF	1/4	1/16	2	0	2*	-	-	-	-	Common	N	Y	Shields (1)
Taldren Combat Shuttle	2227	ST	1/4	1/20	2	0	0	-	-	-	-	Common	N	Y	Shields (1)
Assault Transport	2227	ASH	1/4	1/6	2	0	1*	-	-	-	-	Common	N	Y	Assault, Shields (1)

Ground Units

Class	ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Abilities
Militia	-	-	-	2	2	0	1	
Regulars	-	1	1/3	3	3	d2	2	
Marines	-	2	1/2	4	3	d2	2	Marine

*Notes: All non-flight units are considered to having Towing (1), unless otherwise indicated
Suggested Initial Campaign Date: 2255*