

# Gorn Vessels

In Active Service: 2266-2300



# CREDITS & SOURCES

Ch'lss class by Task Force Games for Starfleet Battles, 1970  
 Ch'Saass class by Task Force Games for Starfleet Battles, 1970  
 Gr'Seess class by Task Force Games for Starfleet Battles, 1970  
 Sh'Essst class by Task Force Games for Starfleet Battles, 1970

Gorn logo by Fasa, 1982

## NOTES

The Gorn are a highly intelligent reptilian species, but they are relatively slow in movement and dexterity. Medusans sold starflight capability to the Gorn Confederation—a chance encounter with the Gorn led to an on-going friendship and technological exchange that had made space travel for the Gorn possible; the cost to the Gorn Nestworld had been six habitable worlds, a deal the Gorn have never regretted.

First contact with the Gorn occurred in 2266 when a Gorn heavy cruiser attacked and destroyed the Federation colony outpost on Cestus III. The cruiser was pursued by the Federation starship *Enterprise* deep into unknown space. A chance encounter with the Metrons put an end to the hostilities, and the Federation began diplomatic relations with the Gorn Confederation. The two soon worked together at ending Orion-sponsored piracy in much of the Alpha Quadrant.

The Gorn rely heavily on their instrumentation. Their bridge is located at the front of the forward section of their starships. They are round, with each crewman seated in a heavy chair, facing away from the center where the Leader (Captain) and Adjutant (Executive Officer) sit back to back. The walls of a Gorn bridge are filled with computers and ship's artificial intelligence; there is no viewscreen. The Gorn bridge technicians sit in heavy chairs, each wearing a helmet with heads-up displays; the visors provide their compound eyes with all they need to see to guide the starship through the cosmos. All the readouts are focused on a screen in front of the Gorn's compound eyes; the helmet sense where the compound eyes are focused and how that focus moved. The only real motion to activate commands is a simple tap of a stubby, clawed finger on a button on the seat's armrest. There is usually very little movement on the bridge of a Gorn ship – a tap of a finger, or the slight tilt of a head, the growling/hiss of Gornian passing between the bridge crew, mixing with the whistles and beeps of the electronics. There are no junior officers aboard a Gorn ship, only the Leader, the Adjutant, and the Technicians. Each station on the bridge is manned by a technician, e.g. sensor tech, weapons tech, comm tech, etc. Gorn crews usually wear gold tunics with red hexagonal patterns.

Gorn are very territorial in nature, and much of their fleet was designed to protect and defend their home planet, Tau Lacertae IX, which they refer to as "The Nestworld." Gorn do not believe in the concepts of good or evil. They have no reverence for life nor fear of death. They are not a logical race, but are quite capable of debating any side of an issue because generally they don't take sides in any dispute. They simply impose the will of their Confederation upon their territory. Trespassers (such as the colony on Cestus III) are simply exterminated. They are disinclined to negotiate if the situation clearly offends them. This does not mean, however, that they will not negotiate agreements that they find beneficial to the Confederation. The Gorn Confederation became allies and associate members of the United Federation of Planets in 2284 per the Treaty of Xantharus.

The Gorn High Assembly (their equivalent of the Federation Council) has been known to change its collective mind from time to time (such as the re-establishment of a Federation colony on Cestus III), but only if it benefits the Confederation in some way. Hunt Central (their equivalent of Starfleet Command) maintains total authority over The Hunt (the equivalent of Starfleet). The Hunt is divided into small squadrons (also called Hunts), and the Hunt Leader (equivalent of Fleet Captain) maintains constant communication with Hunt Central.

Gorn technology was purchased from the Medusans. Their ships are only slightly inferior technologically speaking. The ships are equipped with disruptors and plasma torpedoes, but the targeting systems employed by the Gorn are capable of selecting very exact targets. Their engine systems are limited to Warp Factor 7, but this has never stopped them from pursuing the will of Hunt Central across the galaxy. Woe be unto the pirate that dares attract their ire.

Sadly, most of the Gorn race was exterminated during the Kelvan Invasion on 2285. The Kelvan found the Gorn simply delicious. However, with Federation assistance, the Gorn are rebuilding and repopulating their worlds and their decimated fleets. On occasion, Federation starships encounter Gorn starships a great distance from the Confederation, usually as a result of pursuing their prey (i.e. those who have gathered the ire of Hunt Central). As with all alien races, caution must be maintained when dealing with the Gorn.

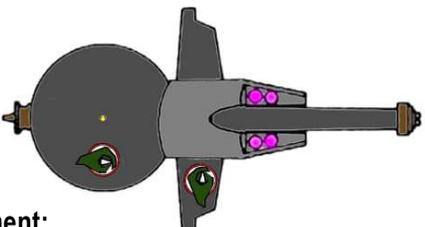
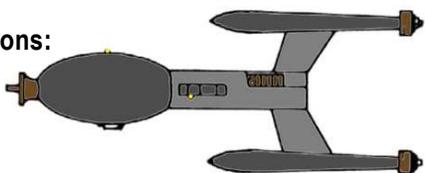
# DESTROYERS, CRUISERS & DREADNOUGHTS

## DESTROYER CH'ISS CLASS

First Sighting in 2269

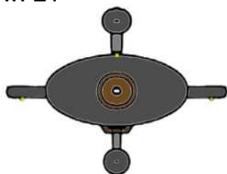
**Ship's Dimensions:**

Length: 84.0m  
Width: 45.0m  
Height: 33.0m  
Speed: Warp 3



**Ship's Complement:**

Officers: 2; Crew: 21



**Weaponry:**

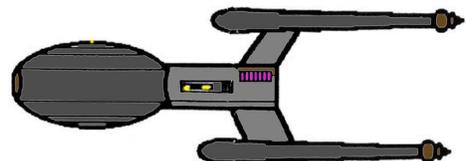
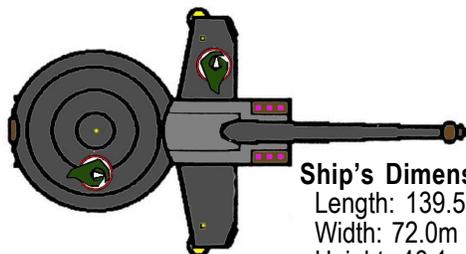
Disruptors: 2 Cannons

## LIGHT CRUISER CH'SAASS CLASS

First Sighting in 2268

**Ship's Dimensions:**

Length: 139.5m  
Width: 72.0m  
Height: 46.1m  
Speed: Warp 5

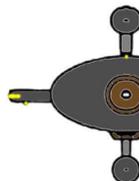


**Ship's Complement:**

Officers: 2; Crew: 99

**Weaponry:**

Disruptors: 2 Cannons  
Plasma Torpedoes: 1 tube



## HEAVY CRUISER GR'SEESS CLASS

First Sighting in 2266

Speed: Warp 7

**Ship's Dimensions:**

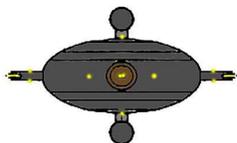
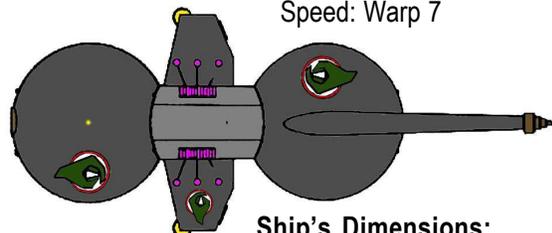
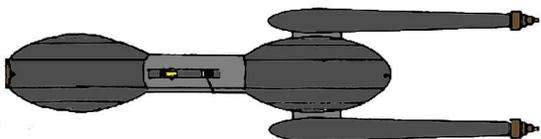
Length: 182.6m  
Width: 79.7m  
Height: 46.3m

**Ship's Complement:**

Officers: 2; Crew: 187

**Weaponry:**

Disruptors: 2 Cannons  
Plasma Torpedoes: 3 tubes



## DREADNOUGHT SH'ESSST CLASS

First Sighting in 2272

**Ship's Dimensions:**

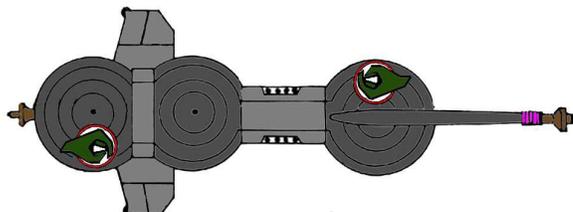
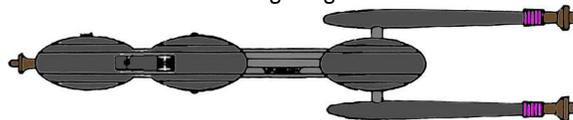
Length: 256.0m  
Width: 91.1m  
Height: 50.6m

**Ship's Complement:**

Officers: 2; Crew: 364

**Weaponry:**

Disruptors: 4 Cannons  
Plasma Torpedoes: 3 tubes



Speed: Warp 7

# KNOWN NAMED GORN VESSELS

Name of Ship	Flag	Type	Class	Source	Year	Destroyed	Commanding
<i>Rrall'Riss</i>	G.F.D.	dreadnought	Sh'essst	OAG	2285	2285	Hss'Grrsss