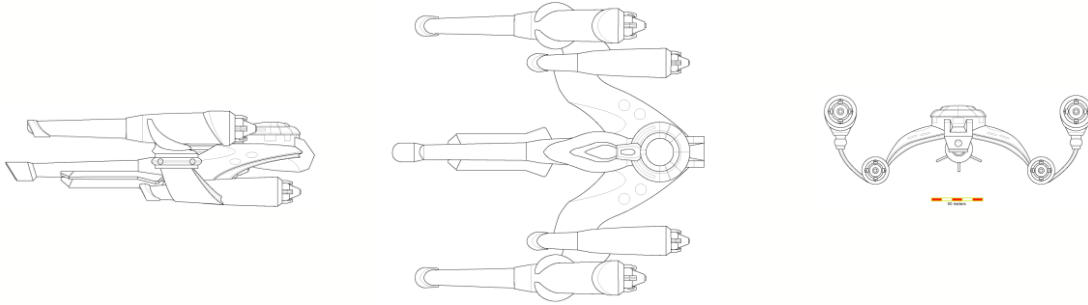


MD-3 Class X Cruiser



Construction Data:	
Model Number-	MK I
Ship Class-	
Date Entering Service-	2243
Number Constructed-	35
Hull Data:	
Superstructure Points-	22
Damage Chart-	C
Size:	
Length-	284m
Width-	588m
Height-	87m
Displacement-	155040 mt
Cargo:	
Total SCU-	350 SCU
Cargo Capacity-	17500 mt
Landing Capacity-	None
Equipment Data:	
Control Computer Type-	1-CAG
Transporters-	
Standard 8-person-	2
Combat 12-person-	3
Emergency 12-person-	3
Cargo-	3
Other Data:	
Crew-	361
Troops-	50
Passengers-	0
Shuttlecraft-	1
Engines and Power Data:	
Total Power Available-	38
Movement Point Ratio-	5/1
Warp Engine Type-	GWAD-1
Number-	2
Power-	16 ea.
Stress Chart-	P/Q
Max Safe Cruising-	4
Emergency Speed-	5
Impulse Engine Type-	GIAD-1
Power Units-	6
Weapons and Firing Data:	
Beam Weapon Type-	GBL-1
Number-	8
Firing Arcs-	2FP/4F/2FS
Firing Chart-	B
Maximum Power-	4
Damage Modifiers:	
+3	-
+2	-
+1	-
Torpedo Type-	GPL-1
Number-	1
Firing Arcs-	1F
Firing Chart-	D
Power To Arm-	15
Damage-	GP-1
Shield Data:	
Shield Type-	GSG
Shield Point Ratio-	1/1
Maximum Shield-	8
Combat Efficiency:	
D-	63.4
WDF-	8.8

The MD-3 cruiser is an older gorn vessel that dates some twenty four years prior to the first federation encounter with the gorn. During this time, tensions between the klingons and the federation saw an increase of reports concerning strange vessels shadowing patrol vessels on the outer edge of federation space, particularly near the romulan border.

Initial concerns were that these strange ships were romulan, given the description of these large vessels with wing-like protrusions upon which 4 warp nacelles were mounted. Despite these fears, no actual contact was made with these vessels.

After contact with the gorn in 2267, it was discovered that these vessels were actually gorn cruisers patrolling their claimed space. At that time, the gorn were having border issues with the romulans, and oddly enough, thought the federation scouts were romulan in origin. Romulan technology was decisively more advanced than the gorn had at that time, so gorn commanders tended to be slightly less aggressive than one would expect unless they had a distinct advantage.

The MD-3 was the workhouse for the gorn throughout the late 2240's and into the 2250's. Erroneously described as having 4 warp nacelles, in actuality there were only two nacelles containing the warp coils, each with a massive primary and secondary bussard collector. The lower section, thought to be a secondary hull, contained the engineering decks and an extruded impulse engine. The rounded primary hull was considered quite cramped, even by gorn standards, whose sparse amenities rivals the frugal vulcans. The rounded design philosophy continued into the 2250's, when the change to the more familiar angular style ships began. The massive twin bussard nacelles were replaced by smaller, more conventional warp drive designs. It's been proposed that this radical design change stems from advances learned from captured romulan technology.

This particular class had an impressive array of weaponry for its day. 8 mounted blasters and a forward mounted plasma weapon, at close range, the MD-3 could do quite a bit of damage. That having been said, its weaknesses in maneuverability and defense limited the ship's combat effectiveness against a technologically superior adversary such as the romulans.

The MK I has been documented, and it is currently unknown if other models have been built. Starfleet believes that the ship still serves actively within gorn space, no doubt serving with planetary defense fleets.