



# Ferengi Kingal Heavy Battleship

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16
In Service: 2370	Turn Delay: 1 x Speed	Stb/Port Defense: 18
Point Value: 1350	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 230	Pivot Cost: 4+4 Thrust	Extra Power: 0
Warp Delay: 6 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA
<b>Hvy Plasmic Disruptor</b>
Class: Plasma
Modes: Standard
Damage: 5d10+8 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

<b>Plasma Beam</b>
Class: Plasma
Modes: Raking (8)
Dmg: 4d10+2 (-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-6
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

<b>Photon Torpedo</b>
Class: Ballistic + Antimatter
Mode: Standard
Damage: X+10
Max X: 20
Range Penalty: None
Max Range: 50 hexes
Fire Control: +4/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

<b>Deflector Shield</b>
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

FORWARD HITS
1-2: Deflector Shield
3-4: Plasma Beam
5-7: Photon Torpedo
8-10: Hvy Plasmic Disruptor
11-18: Forward Structure
19-20: PRIMARY Hit

SPECIAL NOTES
Restricted Deployment (10%)
Gravitic Drive System
Impulse Drive

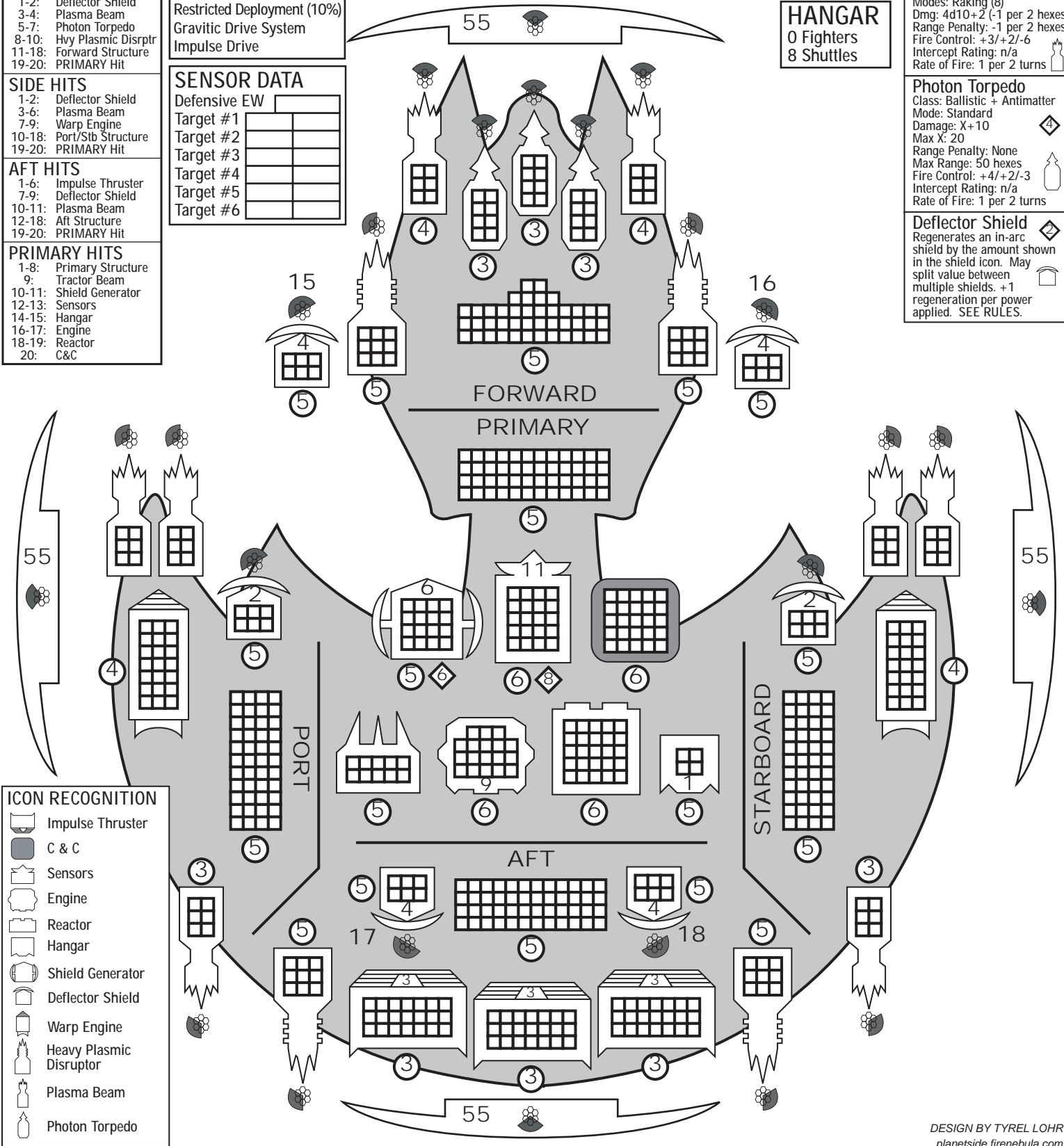
SIDE HITS
1-2: Deflector Shield
3-6: Plasma Beam
7-9: Warp Engine
10-18: Port/Stb Structure
19-20: PRIMARY Hit

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

AFT HITS
1-6: Impulse Thruster
7-9: Deflector Shield
10-11: Plasma Beam
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Structure
9: Tractor Beam
10-11: Shield Generator
12-13: Sensors
14-15: Hangar
16-17: Engine
18-19: Reactor
20: C&C

**HANGAR**  
0 Fighters  
8 Shuttles



ICON RECOGNITION
Impulse Thruster
C & C
Sensors
Engine
Reactor
Hangar
Shield Generator
Deflector Shield
Warp Engine
Heavy Plasmic Disruptor
Plasma Beam
Photon Torpedo