



Ferengi Ooron Strike Cruiser



SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 13
In Service: 2365	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 750	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 130	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 6 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +7
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA

Plasma Beam	⬠
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	

Photon Torpedo	⬠
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	

Deflector Shield	⬠
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

1-3: Deflector Shield
4-6: Plasma Beam
7-9: Photon Torpedo
10-18: Forward Structure
19-20: PRIMARY Hit

SPECIAL NOTES

Gravitic Drive System
Impulse Drive

AFT HITS

1-6: Impulse Thruster
7-8: Deflector Shield
9-11: Plasma Beam
12-18: Aft Structure
19-20: PRIMARY Hit

SENSOR DATA

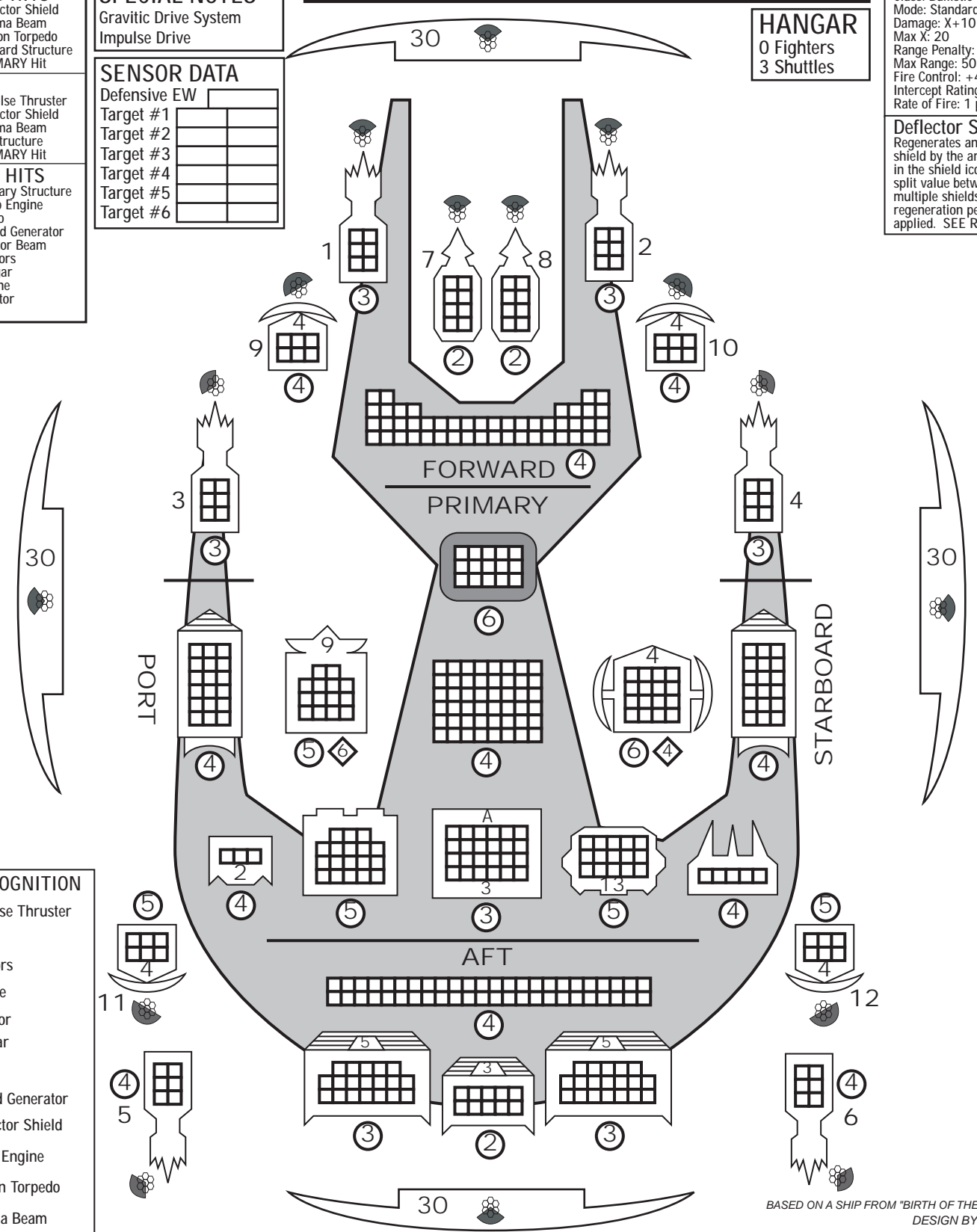
Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

PRIMARY HITS

1-6: Primary Structure
7-10: Warp Engine
11: Cargo
12: Shield Generator
13: Tractor Beam
14-15: Sensors
16: Hangar
17-18: Engine
19: Reactor
20: C&C

HANGAR
0 Fighters
3 Shuttles



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Shield Generator
- Deflector Shield
- Warp Engine
- Photon Torpedo
- Plasma Beam