



# Ferengi Goront Heavy Cruiser

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 1 x Speed		Fwd/Aft Defense: 14	
In Service: 2359		Turn Delay: 2/3 Speed		Stb/Port Defense: 16	
Point Value: 875		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 4/1	
Ramming Factor: 180		Pivot Cost: 3+3 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 2 3 4 4 5 6 6 7 8 8				

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>Lt Plasmic Disruptor</b>	
Class: Plasma	
Modes: Standard	
Damage: 2d10+2 (-1 per hex)	
Range Penalty: -2 per hex	
Fire Control: +2/+2/+2	
Intercept Rating: n/a	
Rate of Fire: 1 per turn	

**HANGAR**  
0 Fighters  
8 Shuttles

FORWARD HITS	
1-2:	Deflector Shield
3-5:	Plasma Beam
6-8:	Photon Torpedo
9-10:	Lt Plasmic
11-18:	Forward Structure
19-20:	PRIMARY Hit

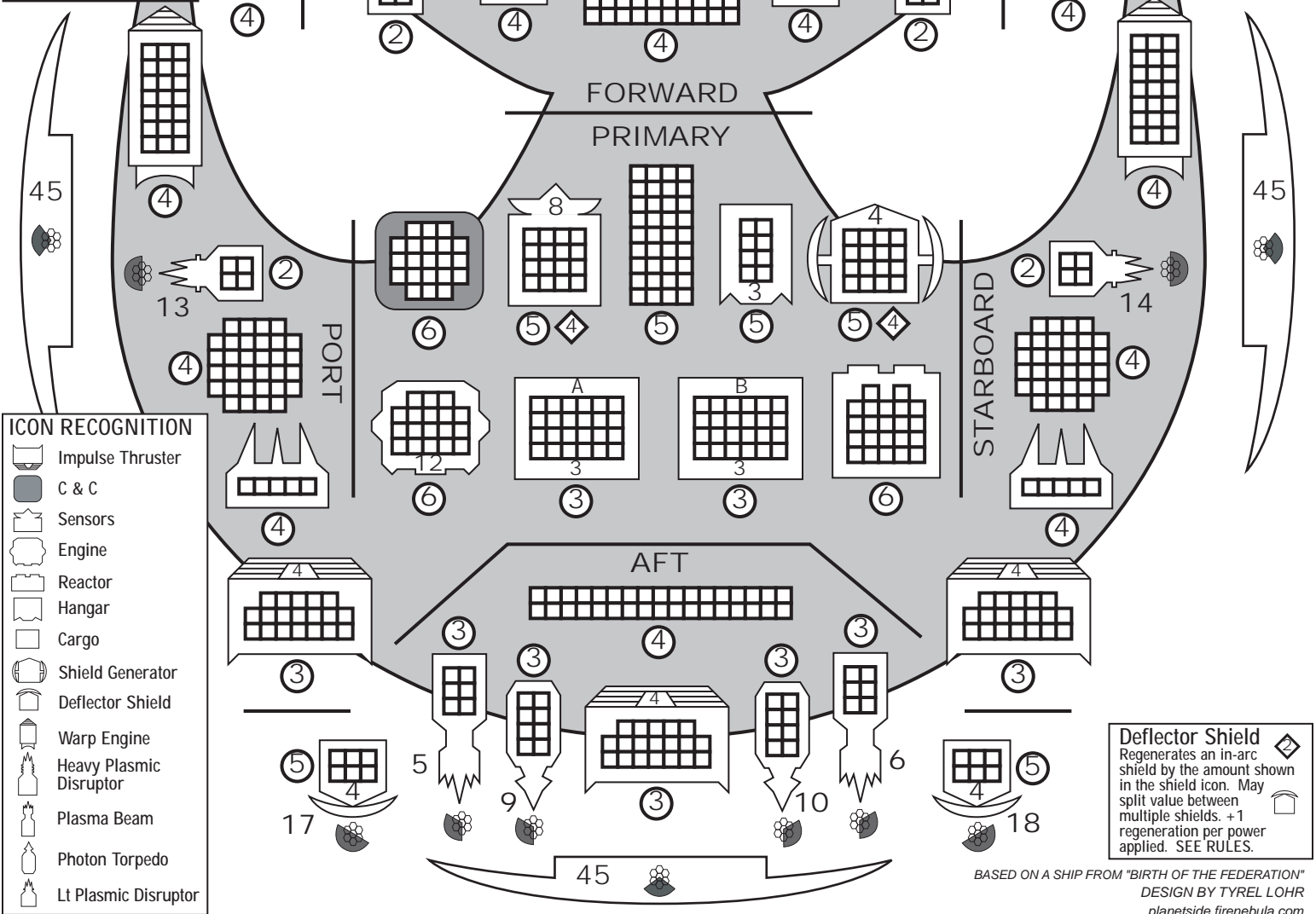
SPECIAL NOTES	
Limited Availability (33%)	
Gravitic Drive System	
Impulse Drive	

SIDE HITS	
1-3:	Impulse Thruster
4-5:	Hvy Plasmic
6-7:	Lt Plasmic
8:	Tractor Beam
9-11:	Warp Engine
12-18:	Aft Structure
19-20:	PRIMARY Hit

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

AFT HITS	
1-3:	Impulse Thruster
4-5:	Deflector Shield
6-8:	Plasma Beam
9-10:	Photon Torpedo
11-18:	Aft Structure
19-20:	PRIMARY Hit

PRIMARY HITS	
1-7:	Primary Structure
8-10:	Cargo
11-12:	Shield Generator
13-14:	Sensors
15-16:	Hangar
17-18:	Engine
19:	Reactor
20:	C&C



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

<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.	