



Version 1: 2E/ST

Name: \_\_\_\_\_

Counter: \_\_\_\_\_



# Miradorn Ra'Kehn Warship (Theta Class)

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: 2363	Turn Delay: 1/3 Speed	Stb/Port Defense: 13
Point Value: 390	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 40	Pivot Cost: 1+1 Thrust	Extra Power: +0
Warp Delay: 6 Turns	Roll Cost: 1+1 Thrust	Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

## WEAPON DATA

**Antimatter Disruptor**  
 Class: Antimatter  
 Mode: Standard  
 Damage: 2X+6  
 Max X: 10  
 Range Penalty: Special  
 Range 0-5: No penalty  
 Range 6-15: -1 per hex  
 Range 16+: -2 per hex  
 Fire Control: +3/+3/-2  
 Intercept Rating: -2  
 Rate of Fire: 1 per 2 turns

**Light Photon Torpedo**  
 Class: Ballistic + Antimatter  
 Mode: Standard  
 Damage: X+10  
 Max X: 10  
 Range Penalty: None  
 Max Range: 35 hexes  
 Fire Control: +3/+1/-2  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

**Light Disruptor**  
 Class: Molecular  
 Mode: Standard  
 Damage: 1d6+6  
 Range Penalty: -1 per hex  
 Max Range: 35 hexes  
 Fire Control: +3/+3/+3  
 Intercept Rating: -1  
 Rate of Fire: 1 per turn

**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.

**HANGAR**  
 0 Fighters  
 1 Shuttle

**FORWARD HITS**  
 1-3: Deflector Shield  
 4-5: Antimatter Disruptor  
 6-7: Lt Photon Torpedo  
 8-9: Light Disruptor  
 10-17: Structure  
 18-20: PRIMARY Hit

**SPECIAL NOTES**  
 Gravitic Drive System  
 Impulse Drive

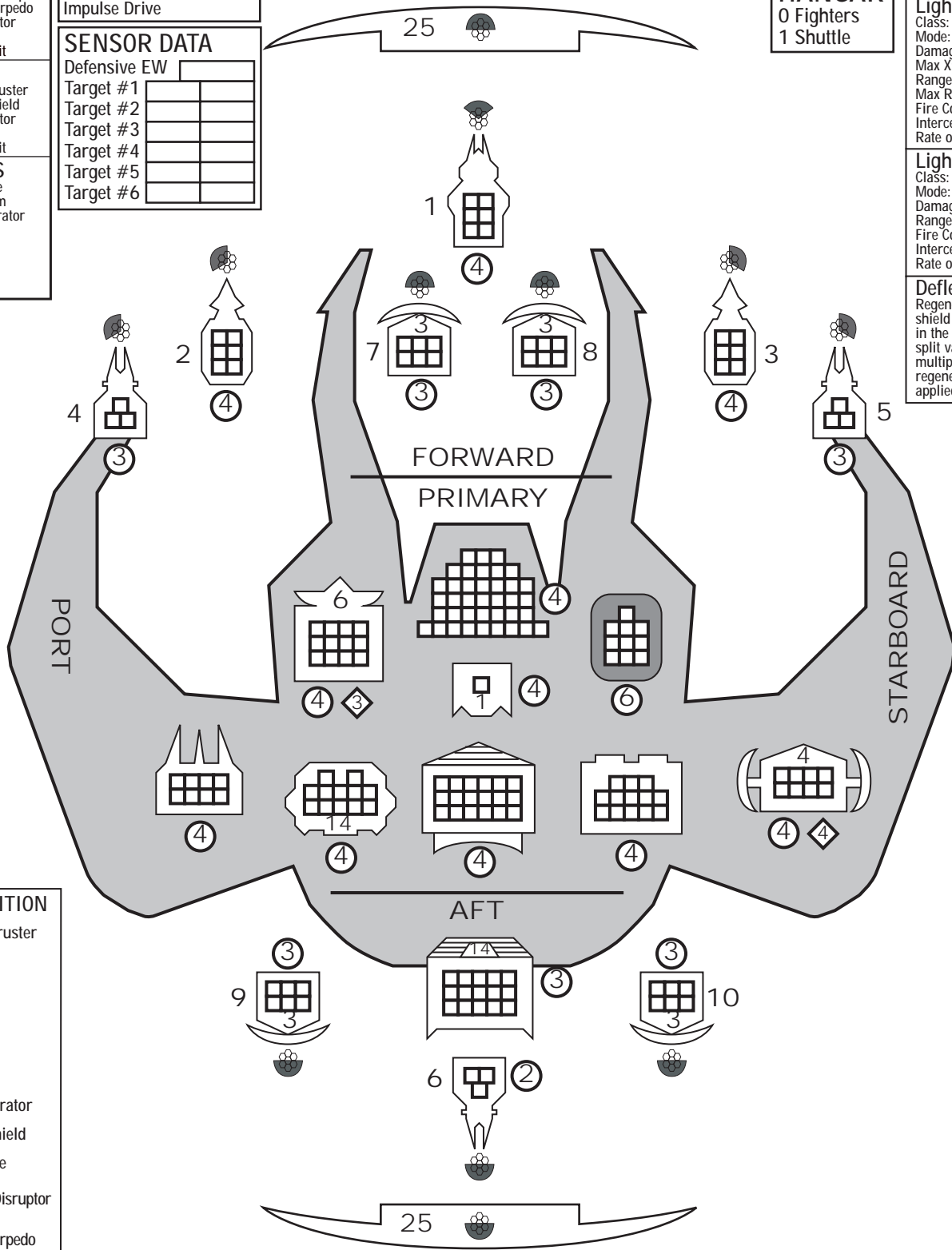
**SENSOR DATA**

Defensive EW

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

**AFT HITS**  
 1-4: Impulse Thruster  
 5-7: Deflector Shield  
 8: Light Disruptor  
 9-17: Structure  
 18-20: PRIMARY Hit

**PRIMARY HITS**  
 1-6: Warp Engine  
 7-9: Tractor Beam  
 10-11: Shield Generator  
 12-13: Sensors  
 14-15: Hangar  
 16-17: Engine  
 18-19: Reactor  
 20: C&C



**ICON RECOGNITION**

	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Antimatter Disruptor
	Lt Photon Torpedo
	Light Disruptor