



Miradorn Bash'de Heavy Cruiser (Beta Class)

SPECS
 Class: Capital Ship
 In Service: 2347
 Point Value: 680
 Ramming Factor: 190
 Warp Delay: 6 Turns

MANEUVERING
 Turn Cost: 4/3 Speed
 Turn Delay: 1/2 Speed
 Accel/Decel Cost: 2 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS
 Fwd/Aft Defense: 15
 Stb/Port Defense: 16
 Engine Efficiency: 4/1
 Extra Power: +0
 Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA
Antimatter Bolter
 Class: Antimatter
 Mode: Flash
 Damage: 3X
 Max X: 10
 Range Penalty: Special
 Range 0-4: No penalty
 Range 5-9: -1 per hex
 Range 10+: -2 per hex
 Fire Control: +6/+3/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

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

FORWARD HITS
 1-2: Deflector Shield
 3-5: Antimatter Bolter
 6-7: Antimatter Disruptor
 8-10: Lt Photon Torpedo
 11-12: Light Disruptor
 13-18: Forward Structure
 19-20: PRIMARY Hit

SIDE HITS
 1-2: Lt Photon Torpedo
 3-4: Antimatter Disruptor
 5: Light Disruptor
 6-9: Warp Engine
 10-18: Port/Stb Structure
 19-20: PRIMARY Hit

AFT HITS
 1-5: Impulse Thruster
 6-7: Deflector Shield
 8: Antimatter Disruptor
 9-11: Lt Photon Torpedo
 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

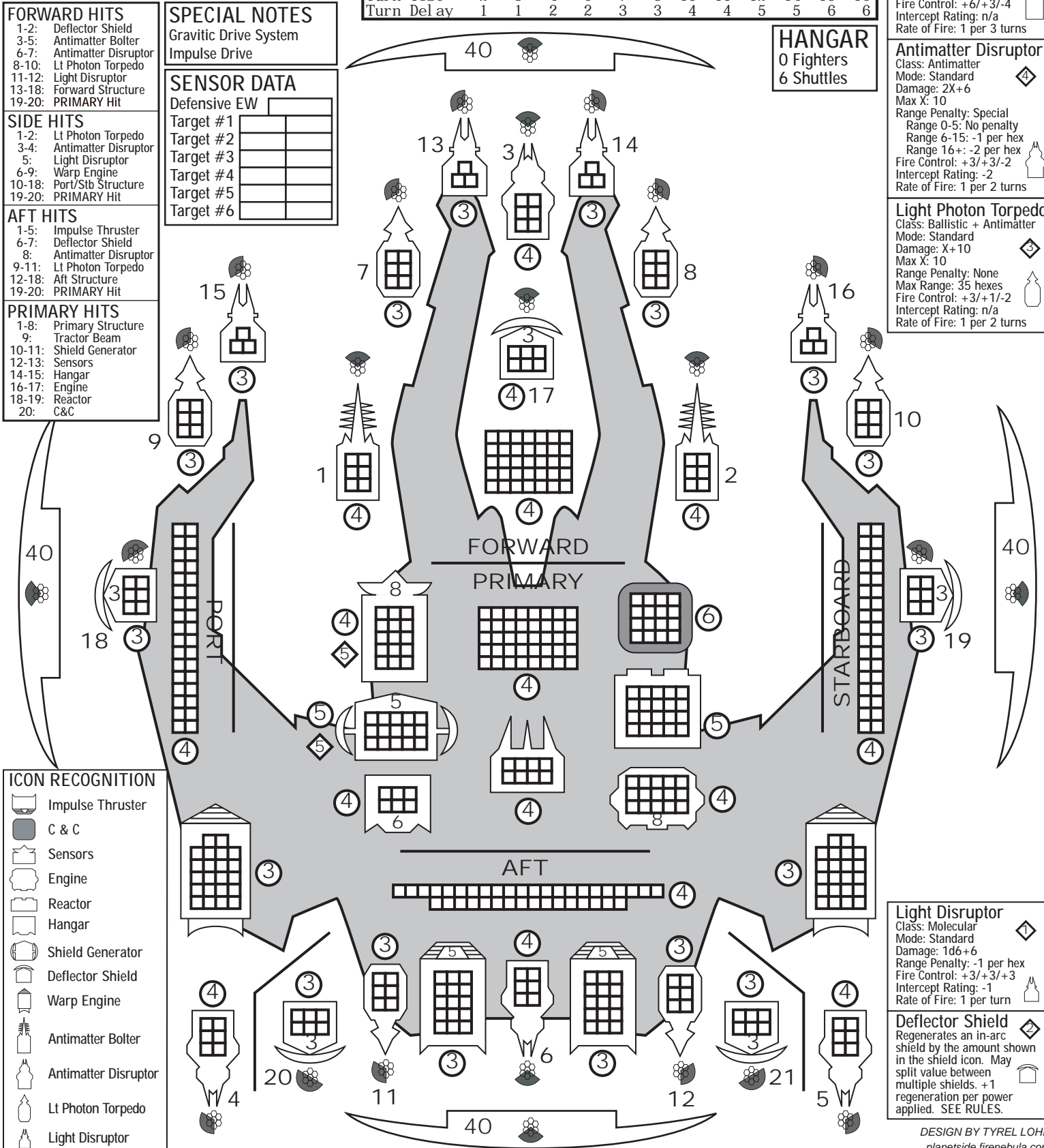
SPECIAL NOTES
 Gravitic Drive System
 Impulse Drive

SENSOR DATA

Defensive EW

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

HANGAR
 0 Fighters
 6 Shuttles



- ICON RECOGNITION**
- Impulse Thruster
 - C & C
 - Sensors
 - Engine
 - Reactor
 - Hangar
 - Shield Generator
 - Deflector Shield
 - Warp Engine
 - Antimatter Bolter
 - Antimatter Disruptor
 - Lt Photon Torpedo
 - Light Disruptor

Light Disruptor
 Class: Molecular
 Mode: Standard
 Damage: 1d6+6
 Range Penalty: -1 per hex
 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.