#### **Iltharanos [STARFLEET RONIN-CLASS]**



# **Starfleet Ronin-class**

Light Explorer; Commissioned: 2377

### Hull Data

Structure: 40 (5 ablative) [99 space][0 space remains] Size/Decks: 7/19 Length/Height/Beam: 524.94/186.85/102.89 m Complement: 450

## **Tactical Data**

Phasers: Type XII (x3/D)	[-21]
Penetration: 7/4/3/0/0	
Torpedo Launchers: Mk 105 DF (x2/D)	[-16]
Quantum Penetration: 6/6/6/6/6	
Deflector Shield: FSS (E)	[-16]
Protection/Threshold: 17/5	

# **Propulsion Data**

 Impulse System: FIG-4 (.9c) (D)
 [-5]

 Warp System: LF-45 (6/9.6/9.9 MCU) (C)[-10]

## **Operational Data**

Atmosphere Capable: No	[0]	
Cargo Units: 70	[0]	
Life Support: Class 4 (E)	[-7]	
<b>Operations System:</b> Class 4 (E)	[-7]	
Sensor System: Class 4 (+4/+3/+2/+1/0/E)		
	[-4]	
Separation System: No	[0]	
Shuttlebay: 1 a	[-2]	
Shuttlecraft: 7 size worth		
Tractor Beams: 1 ad, 1fv	[-1]	
Transporters: 3 standard, 3 emergency, 3 cargo		
	[0]	

#### **Miscellaneous Data**

Maneu	ver Modifiers: +3C, -1H, +3T	
Fraits:	Ablative Armor	[-5]
	Pulse Weapon Upgrade	[-5]
	Vulnerable System (Weapons)	[+5]
	Enhanced System (Beam)	[-5]

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### Mission

The Ronin-class is to the Sovereign-class as the Miranda-class is to the Constitution-class.

#### **Features**

The Ronin features many of the same technologies as its sister class, the Sovereign. While it sacrifices some speed and shielding, the class has increased punishing power at close range due to the addition of pulse phaser cannons into its design. Though quite effective, the pulse phaser cannons tend to be temperamental.

### Background

The Ronin was designed as a smaller and cheaper version of the Sovereign-class. Though officially

ship

going into production after the conclusion of the Dominion War, unofficially, a prototype of the starship engaged in one battle during the latter stages of the war.

### Ships in Service

Name	Registry	Notes
U.S.S. Ronin	N.C.C. 77000	Prototype, destroyed four Cardassian Galor- class starships in single combat; damaged ship was towed back to dock for repair, redesign, and upgrade (2375).

