



Federation Miranda Light Cruiser

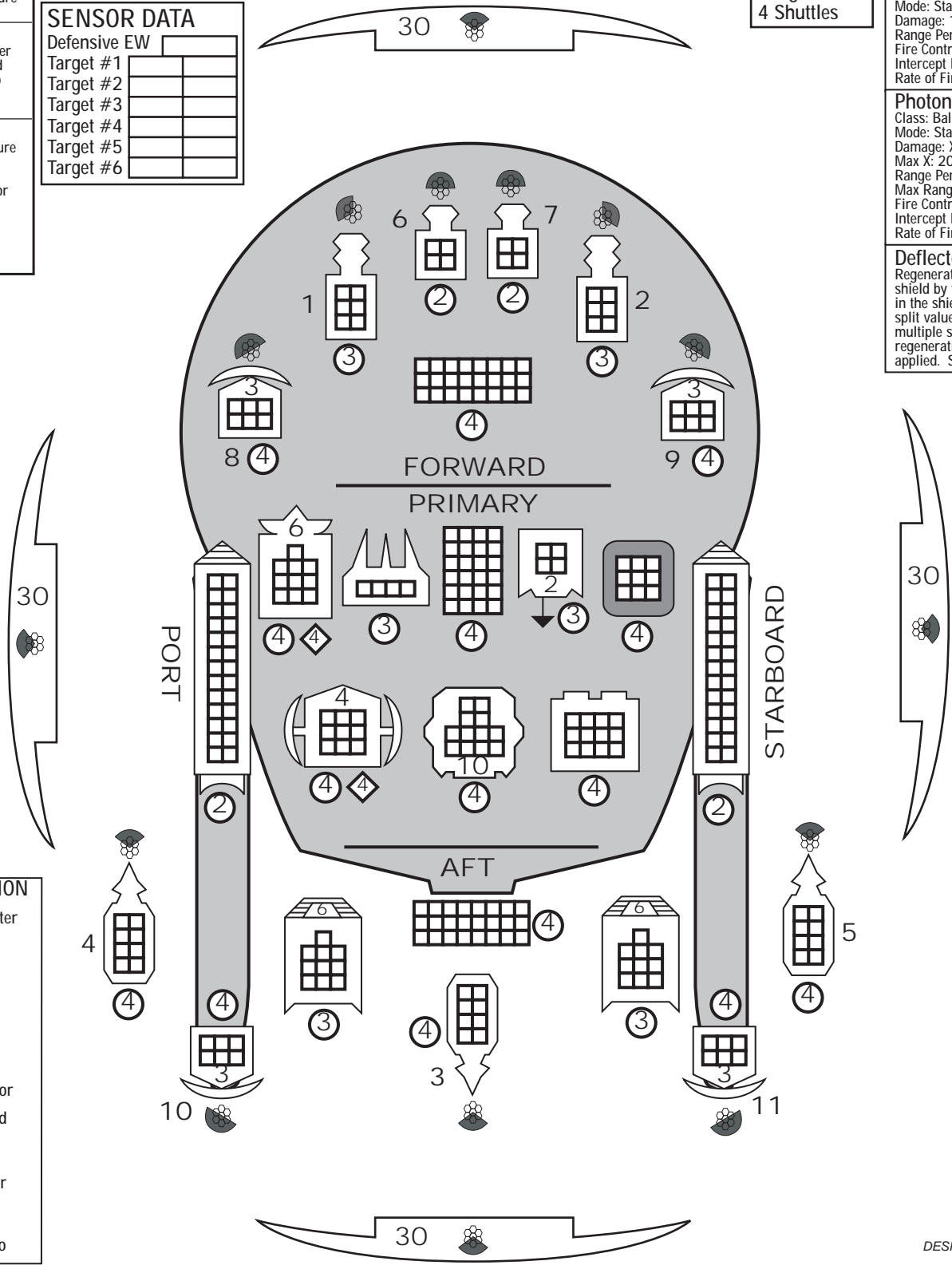
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl In Service: 2266 Point Value: 420 Ramming Factor: 80 Warp Delay: 6 Turns	Turn Cost: 1/2 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 1+1 Thrust	Fwd/Aft Defense: 13 Stb/Port Defense: 14 Engine Efficiency: 2/1 Extra Power: 0 Initiative Bonus: +7
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 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA
Medium Phaser Bank Class: Molecular Mode: R, S Damage: 3d10+5 Range Penalty: -1 per 2 hexes Fire Control: +3/+3/+2 Intercept Rating: -2 Rate of Fire: 1 per 2 turns Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4
Light Phaser Bank Class: Molecular Mode: Standard Damage: 1d10+4 Range Penalty: -1 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn
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
1-2: Deflector Shield 3-5: Medium Phaser 6-9: Light Phaser 10-18: Forward Structure 19-20: PRIMARY Hit
AFT HITS
1-5: Impulse Thruster 6-7: Deflector Shield 8-10: Photon Torpedo 11-18: Aft Structure 19-20: PRIMARY Hit
PRIMARY HITS
1-6: Primary Structure 7-10: Warp Engine 11: Tractor Beam 12-13: Shield Generator 14-15: Sensors 16: Hangar 17-18: Engine 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
4 Shuttles



ICON RECOGNITION
Impulse Thruster
C & C
Sensors
Engine
Reactor
Hangar
Shield Generator
Deflector Shield
Warp Engine
Medium Phaser
Light Phaser
Photon Torpedo