



Federation Miranda Heavy Frigate

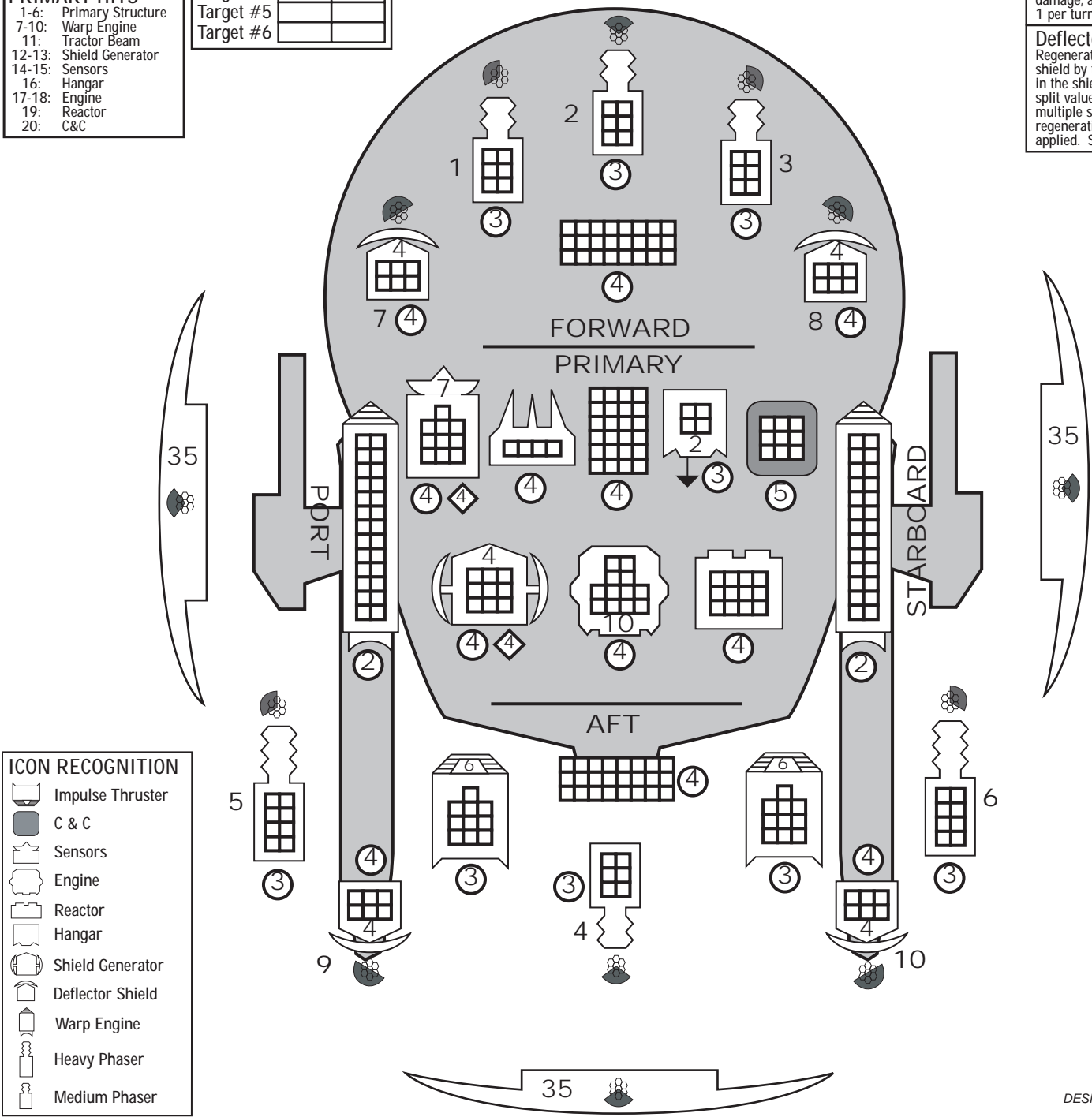
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl In Service: 2352 Point Value: 500 Ramming Factor: 80 Warp Delay: 6 Turns	Turn Cost: 1/2 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 1+1 Thrust	Fwd/Aft Defense: 13 Stb/Port Defense: 14 Engine Efficiency: 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	
Heavy Phaser Bank	
Class: Molecular	Mode: R, S
Damage: 4d10+10	Range Penalty: -1 per 3 hexes
Fire Control: +4/+4/+1	Intercept Rating: -2
Rate of Fire: 1 per 3 turns	Special: Can fire for an accelerated ROF for less damage, as shown below:
1 per 2 turns: 3d10+5	1 per turn: 1d10+4
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 2 turns: 1d10+4	
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	
1-3:	Deflector Shield
4-9:	Medium Phaser
10-18:	Forward Structure
18-20:	PRIMARY Hit
AFT HITS	
1-4:	Impulse Thruster
5-6:	Deflector Shield
7:	Medium Phaser
8-10:	Heavy Phaser
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
	Heavy Phaser
	Medium Phaser