

Federation Miranda Trans

Name:

Class: Hvy Combat Vsl In Service: 2267 Point Value: 325 Ramming Factor: 80 Warp Delay: 6 Turns

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Miranda Variant (Common)

Version 5: 2E/ST

Turn Cost Turn Delay

MANEUVERING 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

COMBAT STATS Fwd/Aft Defense: 13 Stb/Port Defense: 14 Engine Efficiency: 2/1 Extra Power: +4 Initiative Bonus: +7

9 10

Counter:



WEAPON DATA 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

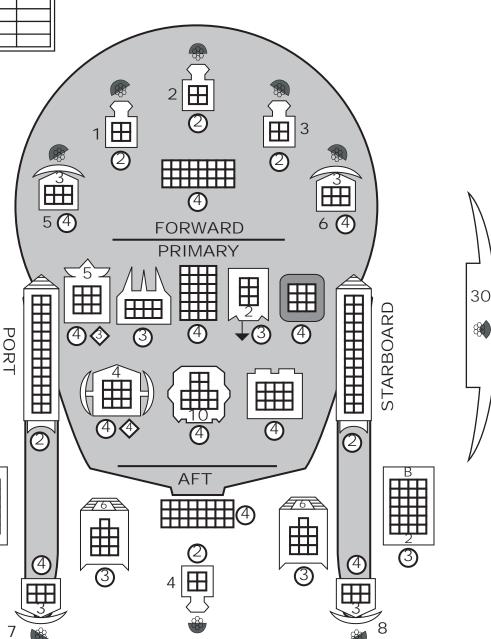
Deflector Shield Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

HANGAR 0 Fighters

6 Shuttles

6-9: Light Phaser 10-18: Forward Structure 19-20: PRIMARY Hit SENSOR DATA AFT HITS Defensive EW Impulse Thruster Deflector Shield Light Phaser Target #1 Target #2 9-11: Cargo 12-18: Aft Structure 19-20: PRIMARY Hit Target #3 Target #4 PRIMARY HITS Target #5 Primary Structure Target #6 Warp Engine Tractor Beam 7-10: 11: 12-13: 14-15: 16: 17-18: 19: Shield Generator Sensors Hangar Engine Reactor 20: C&C

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Light Phaser

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ICON RECOGNITION Impulse Thruster

C & C