



# Federation Miranda Transport

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13
In Service: 2267	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 325	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 80	Pivot Cost: 2+2 Thrust	Extra Power: +4
Warp Delay: 6 Turns	Roll Cost: 1+1 Thrust	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	
<b>Light Phaser Bank</b>	
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	
<b>Deflector Shield</b>	◆
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:	Light Phaser
9-11:	Cargo
12-18:	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  
6 Shuttles

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