

Federation Miranda Frigate

SPECS

Class: Hvy Combat Vsl
In Service: 2266
Point Value: 400
Ramming Factor: 80
Warp Delay: 6 Turns

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: 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 accelerator 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
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
10-17: Forward Structure
18-20: PRIMARY Hit

AFT HITS

1-5: Impulse Thruster
6-7: Deflector Shield
8-10: Photon Torpedo
11-17: Aft Structure
18-20: 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

ICON RECOGNITION

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

