

# Federation Larson Destroyer

## SPECS

Class: Hvy Combat Vsl  
 In Service: 2249  
 Point Value: 375  
 Ramming Factor: 100  
 Warp Delay: 7 Turns

## MANEUVERING

Turn Cost: 1/2 Speed  
 Turn Delay: 1/2 Speed  
 Accel/Decel Cost: 2 Thrust  
 Pivot Cost: 2+2 Thrust  
 Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 12  
 Stb/Port Defense: 13  
 Engine Efficiency: 2/1  
 Extra Power: +4  
 Initiative Bonus: +7

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

## WEAPON DATA

**Intermediate Phaser**  
 Class: Molecular  
 Mode: R (8), S  
 Damage: 2d10+4  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +2/+2/+1  
 Intercept Rating: -1  
 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**  
 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

**Early Photon Torpedo**  
 Class: Ballistic + Antimatter  
 Mode: Standard  
 Damage: X+10  
 Max X: 10  
 Range Penalty: -1 per 3 hexes  
 Max Range: 30 hexes  
 Fire Control: +2/+2/-3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

**Deflector Shield**  
 Subtract Shield Factor from any damage scored through arc. Shield projections only absorb damage if a functional Deflector Shield is in arc.

## HANGAR

0 Fighters  
 3 Shuttles

## SHIELD CHART

Shield Capacity	Max Absorb
35 - 27	18
26 - 19	13
18 - 10	9
9 - 0	6

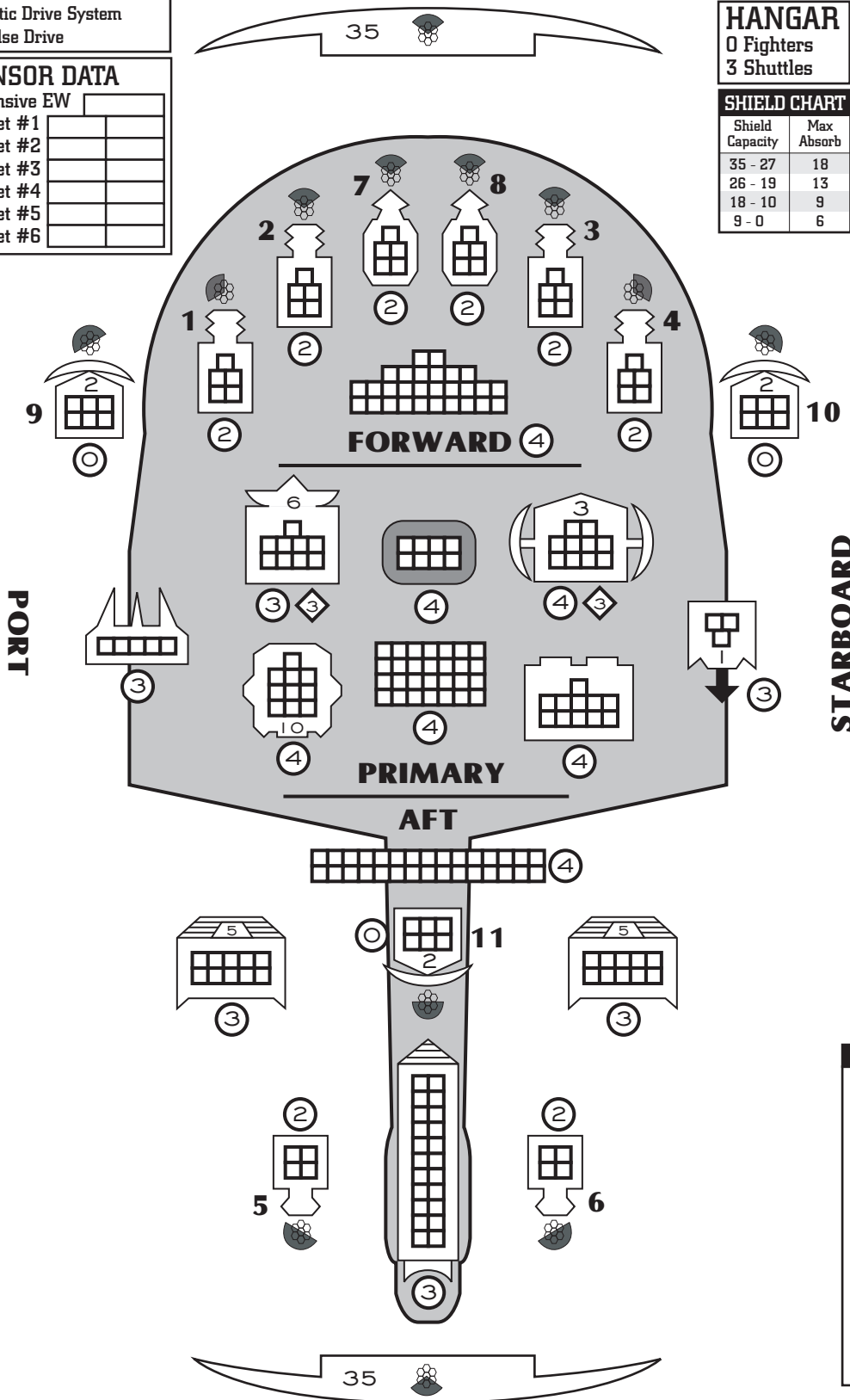
- FORWARD HITS**  
 1-3: Deflector Shield  
 4-6: Early Photon Torpedo  
 7-9: Intermediate Phaser  
 10-18: Forward Structure  
 19-20: PRIMARY Hit
- AFT HITS**  
 1-4: Impulse Thruster  
 5-6: Deflector Shield  
 7-8: Light Phaser  
 9-11: Warp Engine  
 12-18: Aft Structure  
 19-20: PRIMARY Hit
- PRIMARY HITS**  
 1-8: Primary Structure  
 9: Tractor Beam  
 10-11: Shield Generator  
 12-13: Sensors  
 14-15: Hangar  
 16-17: Engine  
 18-19: 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
  - Tractor Beam
  - Intermediate Phaser
  - Light Phaser
  - Early Photon Torpedo

**2265 Refit**

Point Value: 410

- Replace Warp Engine with engine with engine shown to left.
- Extra Power: +5
- Increase capacity of all shield projections to 45.

**SHIELD CHART**

Shield Capacity	Max Absorb
45 - 35	23
34 - 24	17
23 - 13	12
12 - 0	6