



Federation Lenthal Destroyer

SPECS

Class: Hvy Combat Vsl
 In Service: 2263
 Point Value: 380
 Ramming Factor: 130
 Warp Delay: 7 Turns

MANEUVERING

Turn Cost: 1/2 Speed
 Turn Delay: 2/3 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: 15
 Engine Efficiency: 2/1
 Extra Power: +7
 Initiative Bonus: +6

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	2	2	3	4	4	5	6	6	7	8	8

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

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
 2 Shuttles

SHIELD CHART

Shield Capacity	Max Absorb
50 - 38	25
37 - 26	19
25 - 13	13
12 - 0	6



FORWARD HITS
 1-3: Deflector Shield
 4-6: Intermediate Phaser
 7-18: Forward Structure
 19-20: PRIMARY Hit

SPECIAL NOTES
 Gravitic Drive System
 Impulse Drive

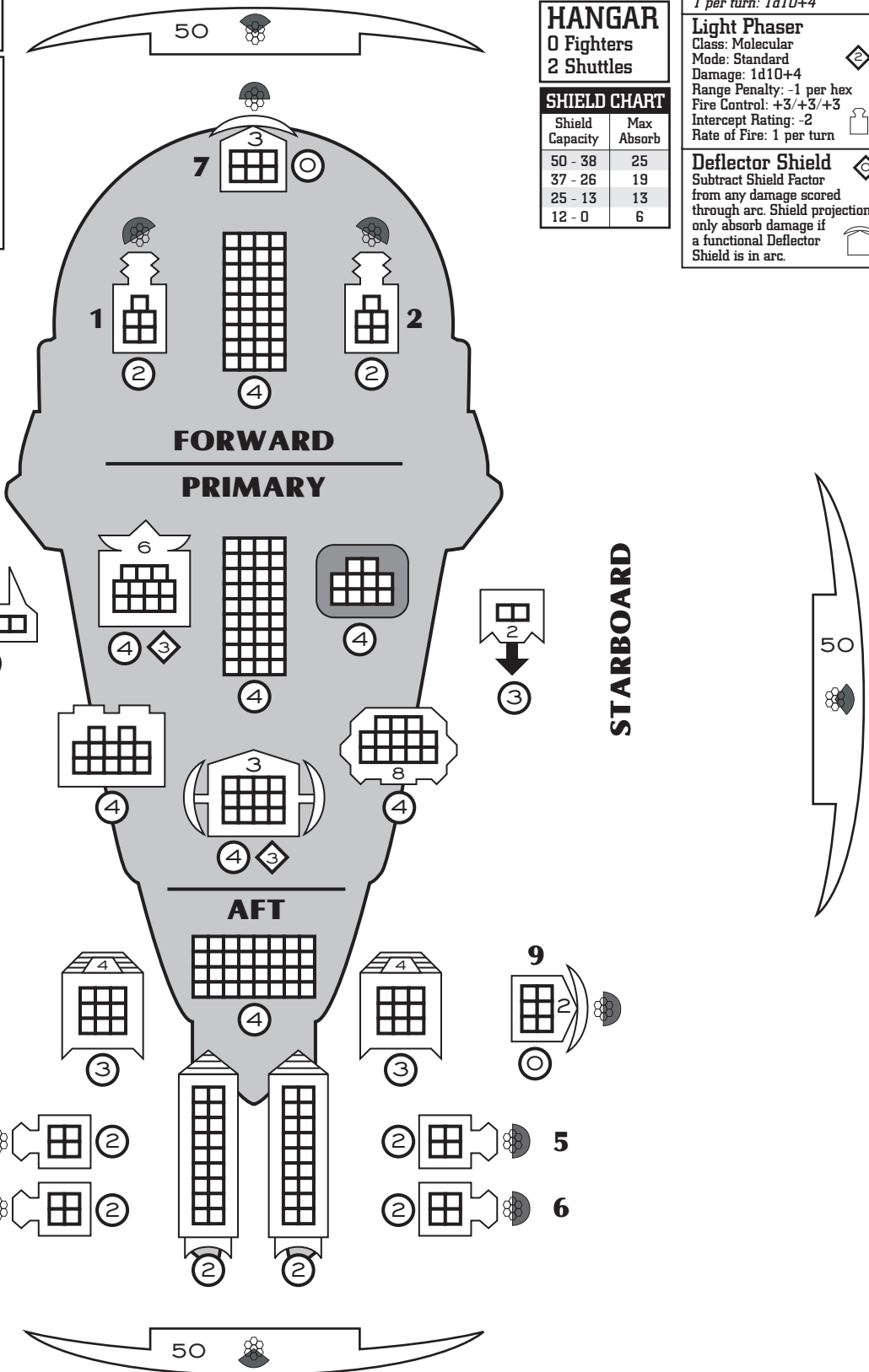
AFT HITS
 1-3: Impulse Thruster
 4-6: Deflector Shield
 7-9: Light Phaser
 10-12: Warp Engine
 13-18: Aft Structure
 19-20: PRIMARY Hit

SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

PRIMARY HITS
 1-7: Primary Structure
 8: Tractor Beam
 9-11: Shield Generator
 12-13: Sensors
 14-15: Hangar
 16-17: Engine
 18-19: Reactor
 20: C&C



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Tractor Beam
- Intermediate Phaser
- Light Phaser