

Federation Larson Destroyer

Class: Medium Ship In Service: 2249 Point Value: 300 Ramming Factor: 50

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

Name:

COMBAT STATS Fwd/Aft Defense: 12 Stb/Port Defense: 13

Counter:

Engine Efficiency: 2/1 Power Shortage: -4 Initiative Bonus: +12 9 10

2ND EDITION WEAPON DATA

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

Impulse Thruster Deflector Shield Light Phaser Warp Engine 13-17: Structure 18-20: PRIMARY Hit

PRIMARY HITS Primary Structure 1-8: Tractor Beam Shield Generator 12-13: 14-15:

11-17: Structure 18-20: PRIMARY Hit

AFT HITS

Sensors Hangar Engine 16-17: Engine 18-19: Reactor 20: C&C

Gravitic Drive System Impulse Drive

SENSOR DATA Defensive EW Target #1 Target #2 Target #3

Target #4 Target #5 Target #6 20

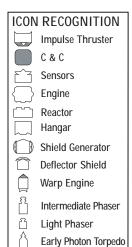
HANGAR 0 Fighters 3 Shuttles

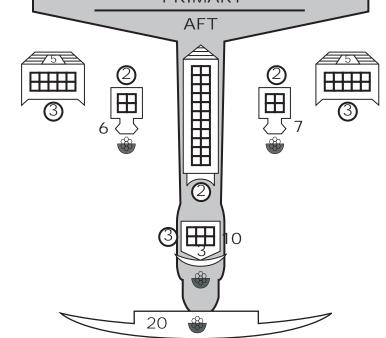
> Early Photon Torpedo Class: Ballistic + Antimatter Mode: Standard Damage: X+6 Max X: 10 Range Penalty: None Max Range: 30 hexes Fire Control: +2/+1/-2 Intercept Rating: n/a
> Rate of Fire: 1 per 2 turns

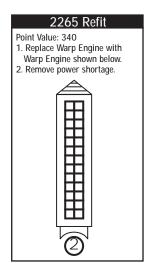
Deflector Shield Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

STARBOARD

FORWARD (4) (3)PRIMARY **AFT**







DESIGN BY TYREL LOHR FireNebula.com