

# Federation Larson Early Destroyer

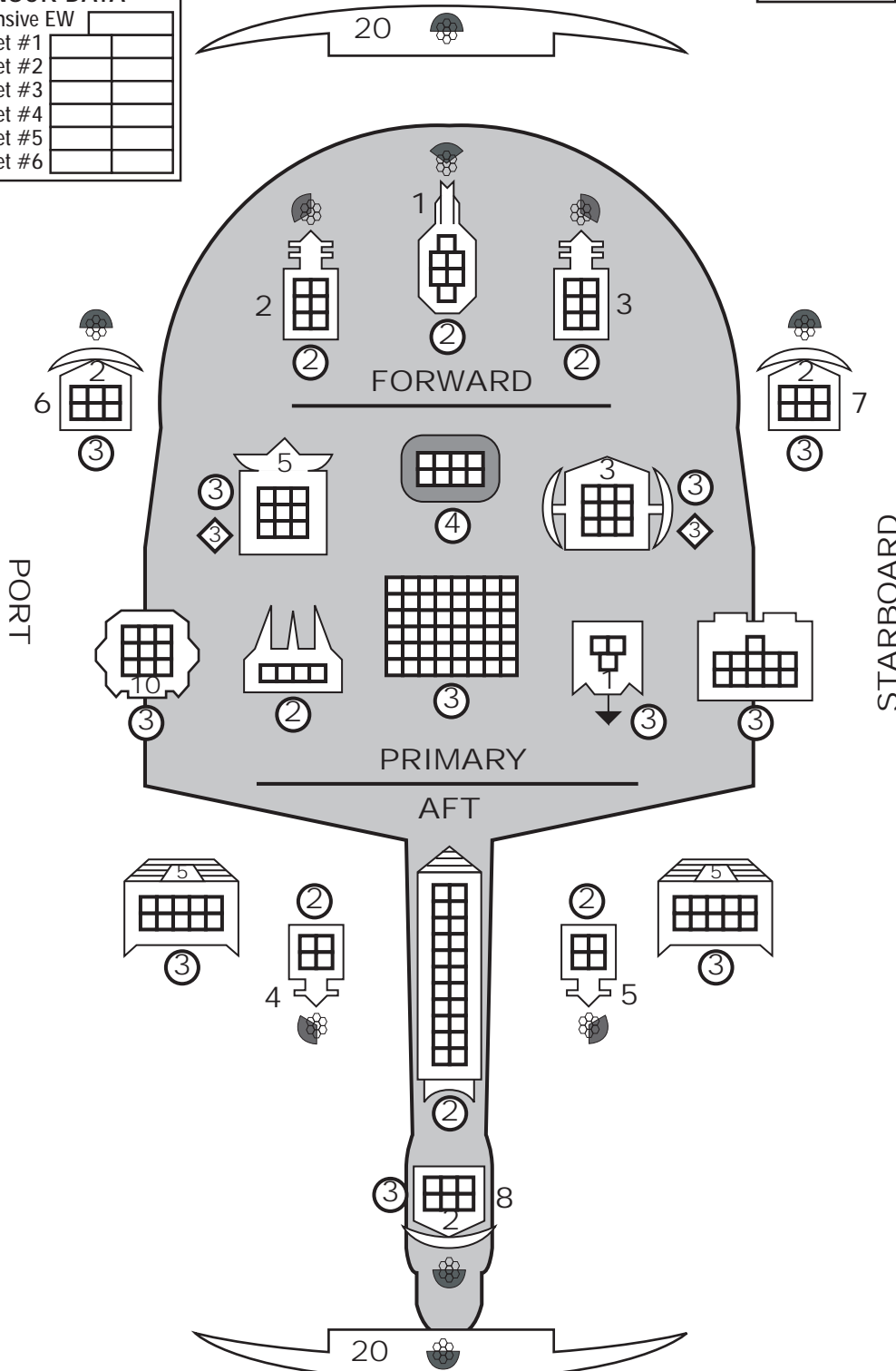
SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship In Service: 2240 Point Value: 300 Ramming Factor: 50 Warp Delay: 7 Turns	Turn Cost: 1/2 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 2+2 Thrust	Fwd/Aft Defense: 12 Stb/Port Defense: 13 Engine Efficiency: 2/1 Power Shortage: -2 Initiative Bonus: +12
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 Laser Cannon	Class: Laser Modes: Raking Damage: 3d10+12 Range Penalty: -1 per 2 hexes Fire Control: +3/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 3 turns
Light Laser Cannon	Class: Laser Modes: Raking Damage: 2d10+7 Range Penalty: -1 per hex Fire Control: +2/+1/-2 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
Accelerator Cannon	Class: Matter Modes: Standard Damage: 2d10+1 Range Penalty: -1 per 3 hexes Fire Control: +2/+1/-3 Intercept Rating: n/a Rate of Fire: 1 per 3 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	
1-3:	Deflector Shield
4-6:	Accelerator Cannon
7-10:	Medium Laser
11-17:	Structure
18-20:	PRIMARY Hit
AFT HITS	
1-4:	Impulse Thruster
5-6:	Deflector Shield
7-9:	Light Laser
10-12:	Warp Engine
13-17:	Structure
18-20:	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	

**HANGAR**  
0 Fighters  
3 Shuttles



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Medium Laser
	Light Laser
	Accelerator Cannon