

**UFP Larson Class VII Destroyer Mk.VII****SPECS**

Class: Hvy Combat Vsl  
In Service: SD2/1403  
Point Value: 520  
Ramming Factor: 165  
Jump Delay: 10 turns

**MANEUVERING**

Turn Cost: 2/3 x Speed  
Turn Delay: 1/2 x Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

**COMBAT STATS**

Fwd/Aft Defense: 12 (10)  
Stb/Port Defense: 13 (11)  
Engine Efficiency: 3/1  
Extra Power: +0  
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	1	2	2	3	3	4	4	5	5	6	6

**WEAPON DATA****FH-7 Phaser Bank**

Class: Particle  
Modes: Raking  
Damage: 2d10+4  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+4/+2  
Intercept Rating: -1  
Rate of Fire: 2 per 2 turns

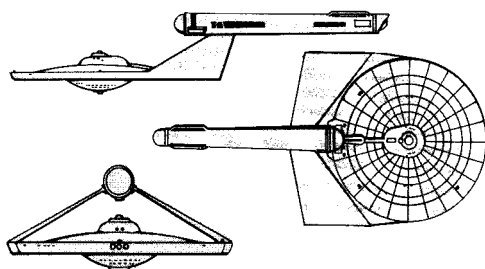
**FP-2 Photon Torpedo**

Class: Antimatter  
Mode: Flash  
Damage: 2d10+6  
Range Penalty: -1 per 2 hexes after range 5  
Fire Control: +3/+3/-6  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

**Deflector Shield**

Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis ( ) indicates value with shield active.

FH-3=twin Particle Concentrators (mod)

**FORWARD**

1-4: Retro Thrust  
5-6: Phaser  
7-8: Photon Torpedo  
9-18: Forward Struct  
19-20: PRIMARY Hit

**AFT HITS**

1-8: Main Thrust  
9-10: Warp Drive  
11-18: Aft Struct  
19-20: PRIMARY Hit

**PRIMARY HITS**

1-6: Primary Struct  
7-8: Deflector Shield  
9: Warp Drive  
10: Shield Generator  
11-12: Port/Stb Thrust  
13-15: Phaser  
16: Sensors  
17: Impulse Engine  
18: Hangar  
19: Reactor  
20: Bridge

**SPECIAL NOTES**

Gravitic Drive System

**SENSOR DATA**

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

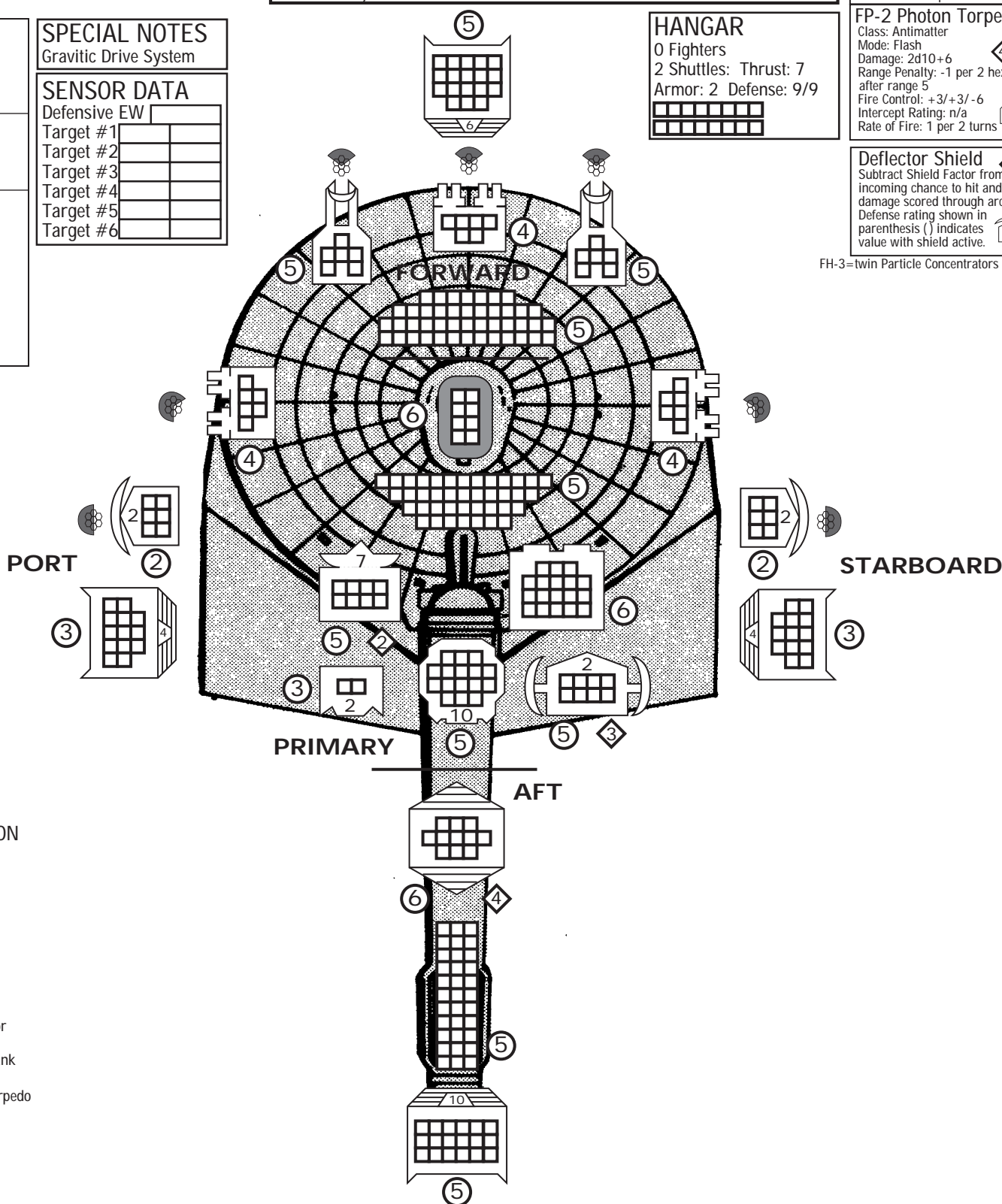
Target #6

**HANGAR**

0 Fighters

2 Shuttles: Thrust: 7

Armor: 2 Defense: 9/9

**ICON RECOGNITION**

- Thruster
- Bridge
- Sensors
- Impulse Engine
- Reactor
- Hangar
- Shield Generator
- FH-7 Phaser Bank
- FP-2 Photon Torpedo
- Warp Drive

Phaser Banks: May combine their 2 shots into a single raking shot with a +2 FC bonus. Damage is equal to a single regular shot plus a 1d10 damage bonus.