



Federation States Assault Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl In Service: 2309 Point Value: 625 Ramming Factor: 140 Warp Delay: 5 Turns	Turn Cost: 2/3 Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 2+2 Thrust	Fwd/Aft Defense: 14 Stb/Port Defense: 17 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	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	
Medium Phaser Class: Molecular Mode: R, S Damage: 3d10+5 Range Penalty: -1 per 2 hexes Fire Control: +3/+3/+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 Photon Torpedo Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 10 Range Penalty: -1 per 4 hexes Max Range: 35 hexes Fire Control: +3/+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.	

FORWARD HITS	
1-3: Deflector Shield	
4-6: Medium Phaser	
7-10: Lt Photon Torpedo	
11-18: Forward Structure	
19-20: PRIMARY Hit	

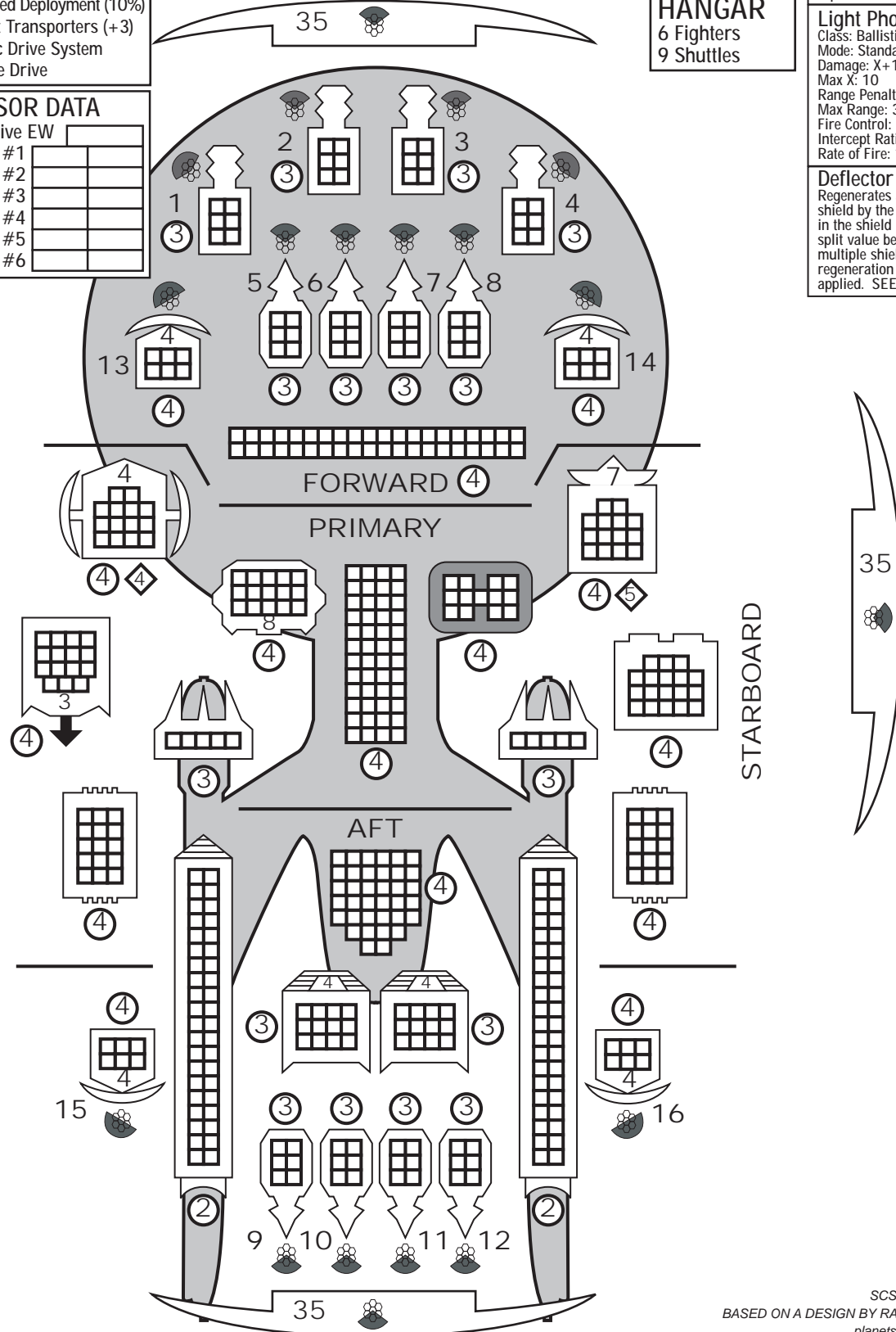
SPECIAL NOTES	
Restricted Deployment (10%)	
Combat Transporters (+3)	
Gravitic Drive System	
Impulse Drive	

AFT HITS	
1-4: Impulse Thruster	
5-6: Deflector Shield	
7-9: Lt Photon Torpedo	
10-13: Warp Engine	
14-18: 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	
9-10: Marine Barracks	
11-12: Shield Generator	
13-14: Sensors	
15-16: Hangar	
17-18: Engine	
19: Reactor	
20: C&C	

HANGAR
6 Fighters
9 Shuttles



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Marine Barracks
	Medium Phaser
	Lt Photon Torpedo