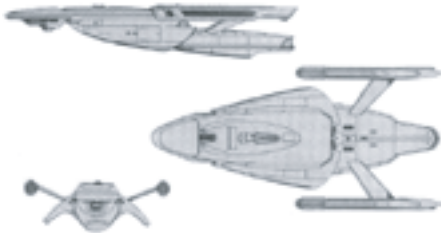




# Federation Continent Assault Ship



SPECS	MANEUVERING												COMBAT STATS											
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed												Fwd/Aft Defense: 14											
In Service: 2274	Turn Delay: 1/3 Speed												Stb/Port Defense: 14											
Point Value: 275	Accel/Decel Cost: 2 Thrust												Engine Efficiency: 1/1											
Ramming Factor: 70	Pivot Cost: 2+2 Thrust												Extra Power: 0											
Warp Delay: 6 Turns	Roll Cost: 1+1 Thrust												Initiative Bonus: +6											
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	1	2	2	2	3	3	3	4	4	4												

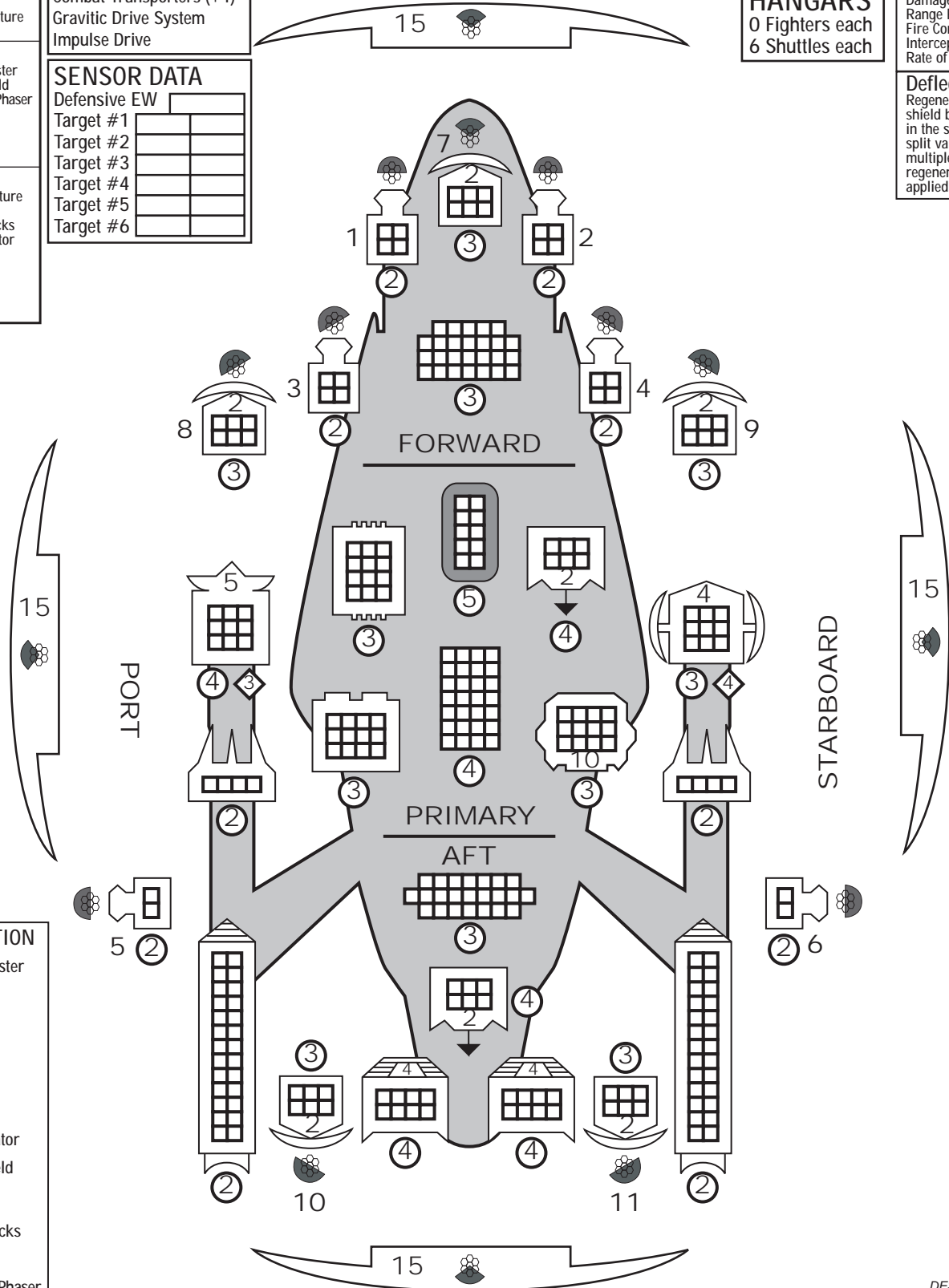
WEAPON DATA	
<b>Light Phaser Bank</b>	◆
Class: Molecular	
Mode: Standard	
Damage: 1d10+4	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: -2	⊞
Rate of Fire: 1 per turn	
<b>Point Defense Phaser</b>	◆
Class: Molecular	
Mode: Standard	
Damage: 1d10	
Range Penalty: -2 per hex	
Fire Control: +2/+2/+2	
Intercept Rating: -3	⊞
Rate of Fire: 1 per turn	
<b>Deflector Shield</b>	◆
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
4-7:	Light Phaser
8-18:	Forward Structure
19-20:	PRIMARY Hit
AFT HITS	
1-3:	Impulse Thruster
4:	Deflector Shield
5-6:	Point Defense Phaser
7-8:	Aft Hangar
9-11:	Warp Engine
12-18:	Aft Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-6:	Primary Structure
7-8:	Tractor Beam
9-10:	Marine Barracks
11:	Shield Generator
12-13:	Sensors
14-15:	Hangar
16-18:	Engine
19:	Reactor
20:	C&C

SPECIAL NOTES	
Combat Transporters (+1)	
Gravitic Drive System	
Impulse Drive	

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

**HANGARS**  
0 Fighters each  
6 Shuttles each



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Marine Barracks
	Light Phaser
	Point Defense Phaser