



Federation Makin Assault Frigate

SPECS Class: Medium Ship In Service: 2268 Point Value: 200 Ramming Factor: 40 Warp Delay: 6 Turns	MANEUVERING Turn Cost: 1/2 Speed Turn Delay: 1/3 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 1+1 Thrust	COMBAT STATS Fwd/Aft Defense: 13 Stb/Port Defense: 13 Engine Efficiency: 2/1 Extra Power: 0 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 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA
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
Point Defense Phaser 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
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

1-4: Deflector Shield
5-8: Light Phaser
9-17: Structure
18-20: PRIMARY Hit

SPECIAL NOTES

Combat Transporters (+2)
Gravitic Drive System
Impulse Drive

AFT HITS

1-3: Impulse Thruster
4-6: Deflector Shield
7-8: Point Defense Phaser
9-11: Warp Engine
12-17: Structure
18-20: PRIMARY Hit

SENSOR DATA

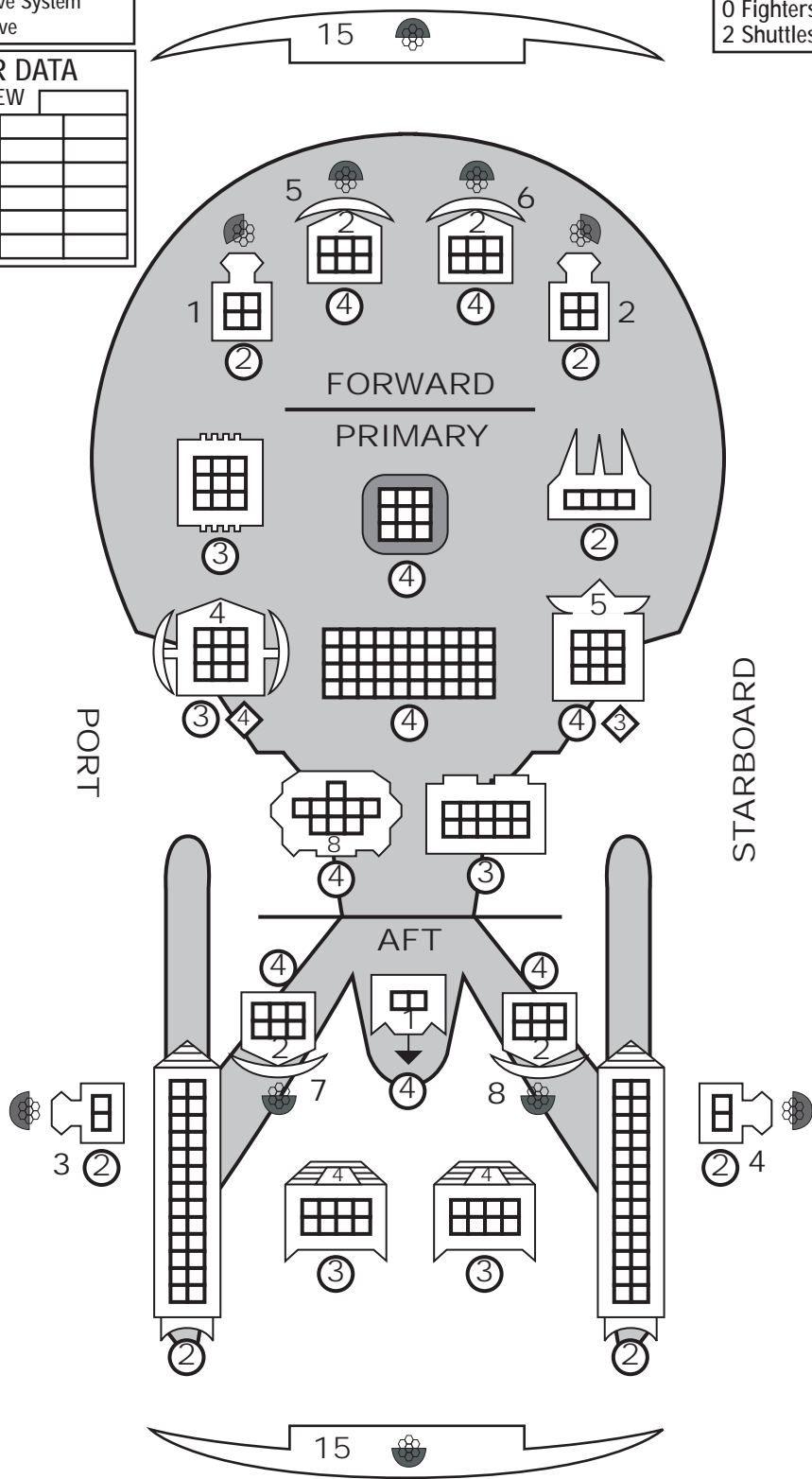
Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

PRIMARY HITS

1-3: Tractor Beam
4-7: Marine Barracks
8-9: Shield Generator
10-12: Sensors
13-14: Hangar
15-17: Engine
18-19: Reactor
20: C&C

HANGAR
0 Fighters
2 Shuttles



ICON RECOGNITION

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