Version 1: 2E/ST

Name: _____ Counter: _____

Federation Majestic Deep-Range Explorer

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 2380	Turn Delay: 3/4 Speed	Stb/Port Defense: 17
Point Value: 1200	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 230	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 3 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +1

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	2	3	3	4	5	6	6	7	8	9	9

FORWARD HITS
1-3: Deflector Shield
4-6: Adv Photon Torpedo
7-10: Heavy Phaser
11-12: Medium Phaser
14-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS
1-2: Deflector Shield
3-5: Medium Phaser
6-9: Heavy Phaser
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-3: Main Thrust
4-5: Deflector Shield
6-7: Photon Torpedo
8-9: Medium Phaser
10-13: Warp Engine
14-18: Aft Structure
19-20: PRIMARY Hit

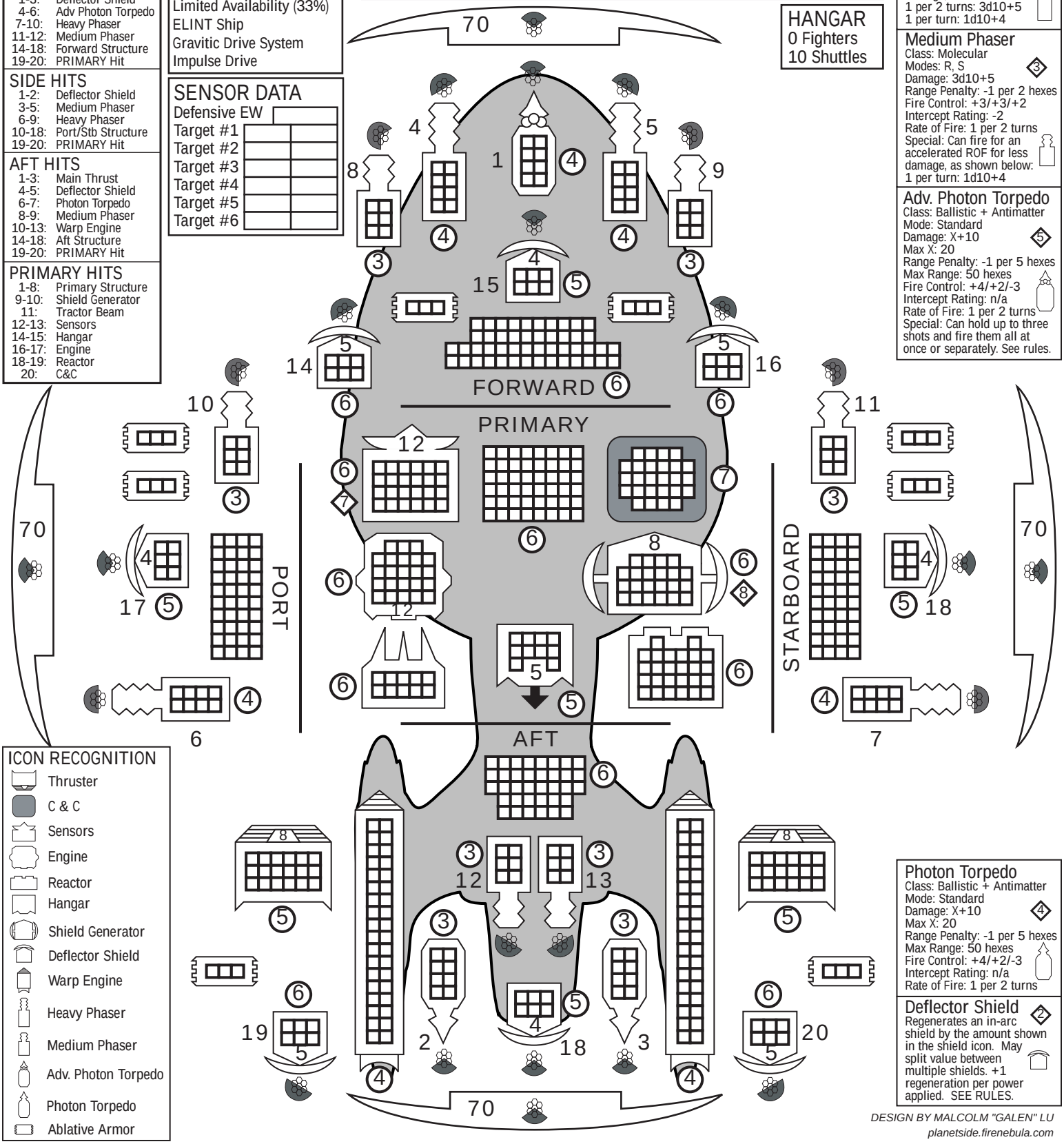
PRIMARY HITS
1-8: Primary Structure
9-10: Shield Generator
11: Tractor Beam
12-13: Sensors
14-15: Hangar
16-17: Engine
18-19: Reactor
20: C&C

SPECIAL NOTES
Limited Availability (33%)
ELINT Ship
Gravitic Drive System
Impulse Drive

SENSOR DATA
Defensive EW

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

HANGAR
0 Fighters
10 Shuttles



WEAPON DATA

Heavy Phaser
Class: Molecular
Mode: R, S
Damage: 4d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/+0
Intercept Rating: -1
Rate of Fire: 1 per 3 turns
Special: Can fire for an accelerated ROF for less damage, as shown below:
1 per 2 turns: 3d10+5
1 per turn: 1d10+4

Medium Phaser
Class: Molecular
Modes: 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

Adv. Photon Torpedo
Class: Ballistic + Antimatter
Mode: Standard
Damage: X+10
Max X: 20
Range Penalty: -1 per 5 hexes
Max Range: 50 hexes
Fire Control: +4/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Can hold up to three shots and fire them all at once or separately. See rules.

Photon Torpedo
Class: Ballistic + Antimatter
Mode: Standard
Damage: X+10
Max X: 20
Range Penalty: -1 per 5 hexes
Max Range: 50 hexes
Fire Control: +4/+2/-3
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.

ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Heavy Phaser
- Medium Phaser
- Adv. Photon Torpedo
- Photon Torpedo
- Ablative Armor

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