



## Majesterix Class System Defender



### WEAPON DATA

Battle Laser  
Class: Laser  
Modes: R, P  
Damage: 4d10+12  
Range Penalty: -1 per 4 hexes  
Fire Control: +4/+3/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

Twin Array  
Class: Particle  
Mode: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +4/+5/+6  
Intercept Rating: -2  
Rate of Fire: 2 per turn

Plasma Accelerator  
Class: Plasma  
Mode: Standard  
Damage: 4d10+12 (-1 per hex)  
Range Penalty: -1 per hex  
Fire Control: +3/+1/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
Special: Can fire at an accelerated ROF for less damage, as shown below:  
1 per turn: 1d10+4 -1/hex  
1 per 2 turns: 2d10+8 -1/hex

Heavy Array  
Class: Particle  
Mode: Standard  
Damage: 2d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+3/+2  
Intercept Rating: -2  
Rate of Fire: 2 per turn

**SPECS**  
Class: Capital Ship  
In Service: 2202  
Point Value: 1500  
Ramming Factor: 360  
Jump Delay: 16 Turns

**MANEUVERING**  
Turn Cost x Speed  
Turn Delay: 1x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 3+3 Thrust

**COMBAT STATS**  
Fwd/Aft Defense: 17  
Stb/Port Defense: 17  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

**HANGAR**  
24 Fighters  
2 Shuttles: Thrust: 4  
Armor: 0 Defense: 8/10

**FORWARBITS**  
1-3 Retro Thrust  
4-5 Matter Cannon  
6-9 Twin Array  
10-18 Forward Struct  
19-20 PRIMARY Hit

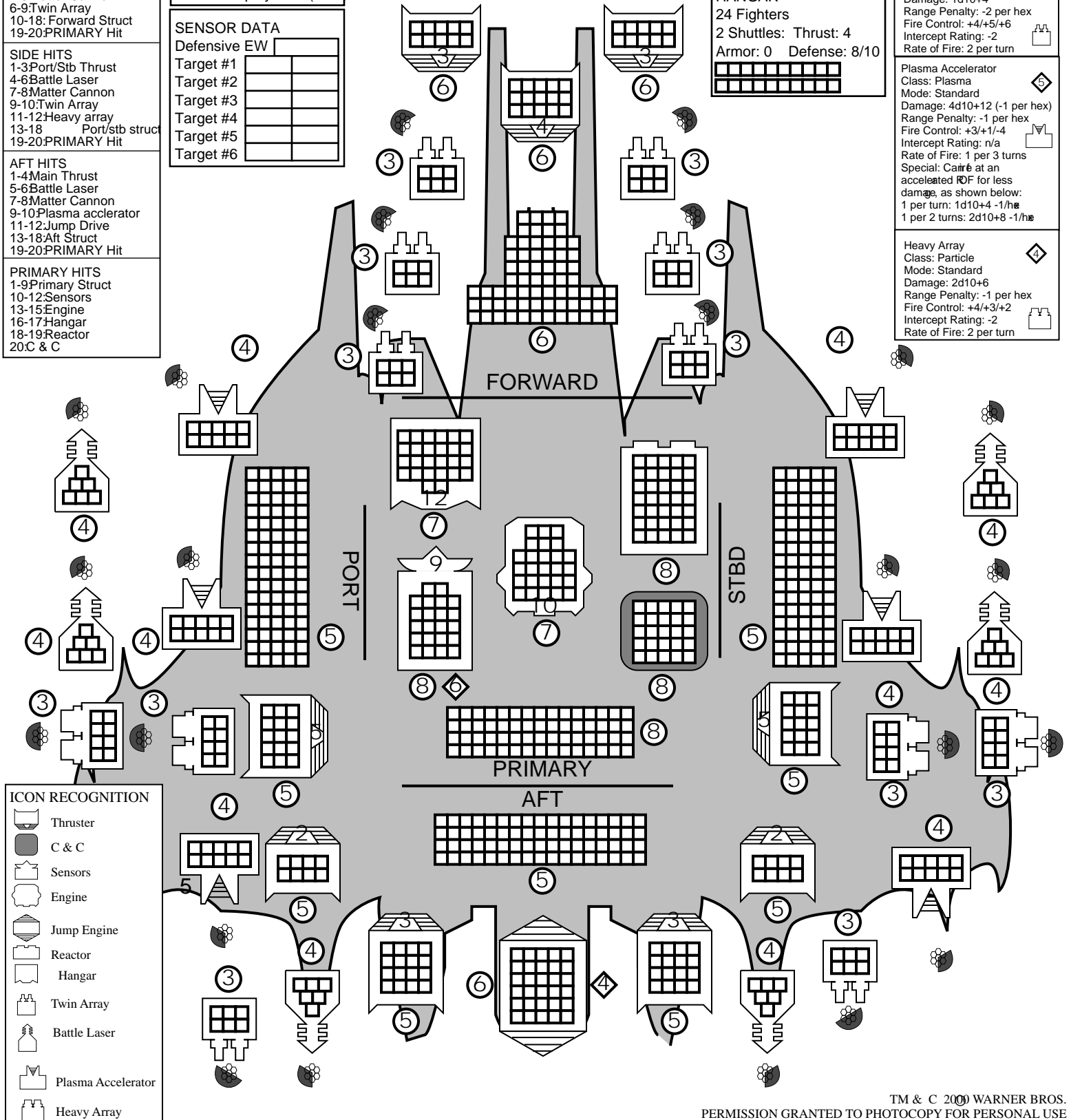
**SIDE HITS**  
1-3 Port/Stb Thrust  
4-6 Battle Laser  
7-8 Matter Cannon  
9-10 Twin Array  
11-12 Heavy array  
13-18 Port/stb struct  
19-20 PRIMARY Hit

**AFT HITS**  
1-4 Main Thrust  
5-6 Battle Laser  
7-8 Matter Cannon  
9-10 Plasma accelerator  
11-12 Jump Drive  
13-18 Aft Struct  
19-20 PRIMARY Hit

**PRIMARY HITS**  
1-9 Primary Struct  
10-12 Sensors  
13-15 Engine  
16-17 Hangar  
18-19 Reactor  
20 C & C

**SPECIAL NOTES**  
Limited Deployment (33%)

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



**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Twin Array
- Battle Laser
- Plasma Accelerator
- Heavy Array