

Name: _____ Counter: _____

Regulator Faengsle Prisoner Transport



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1x Speed	Fwd/Aft Defense: 14
In Service: 2352	Turn Delay: 1x Speed	Sth/Port Defense: 16
Point Value: 670	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 6/1
Ramming Factor: 430	Pivot Cost: 6+6 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 4+4 Thrust	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	

FORWARD HITS

1-7: Retro Thrust
8-9: EM Laser
10-11: Heavy EM Laser
12-18: Forward Structure
19-20: PRIMARY HIT

SIDE HITS

1-7: Port/Sthd Thrust
8-9: Light Laser Turret
10-12: Port/Sthd Structure
13-18: Cargo/Prisoners
19-20: PRIMARY HIT

AFT HITS

1-7: Main Thrust
8-9: Light Laser Turret
10-11: EM Laser
12-18: Aft Structure
19-20: PRIMARY HIT

PRIMARY HITS

1-9: Primary Structure
10-11: Hangar
12-13: Jump Engine
14-15: Engines
16-17: Dead Sensors
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

HANGAR

0 Fighters
1 Shuttle: Thrust: 4
Armor: 0 Defense: 10/10

WEAPON DATA

Heavy EM Laser
Class: EM + Laser
Modes: Raking
Damage: 4d10+16
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: +4 to criticals.

EM Laser
Class: EM + Laser
Modes: Raking
Damage: 3d10+10
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: +3 to criticals.

Light Laser Turret
Class: Laser + Particle
Mode: Standard
Damage: 2d6+5
Range Penalty: -1 per hex
Fire Control: +2/+3/+4
Intercept Rating: -3
Rate of Fire: 1 per turn
Special: Maximum range 15 Hexes

ICON RECOGNITION

- Thrustor
- C & C
- Dead Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Heavy EM Laser
- EM Laser
- Lt. Laser Turret
- Cargo / Prisoners

