

Name: _____ Counter: _____

Regulator Undersoge Scout Vessel

SPECS	MANEUVERING	COMBAT STATS
Class: HCV	Turn Cost: 3/4 Speed	Fwd/Aft Defense: 13
In Service: 2357	Turn Delay: 2/5 Speed	Sth/Port Defense: 14
Point Value: 450	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 90	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 2+1 Thrust	Initiative Bonus: +6
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
1-5: Retro Thrust
6-7: Light Laser Turret
8-9: EM Laser
10-11: Sensor Array
12-18: Forward Structure
19-20: PRIMARY HIT
AFT HITS
1-7: Main Thrust
8-9: Light Laser Turret
10-11: Jump Engine
12-18: Aft Structure
19-20: PRIMARY HIT
PRIMARY HITS
1-9: Primary Structure
10-11: Hangar
12-13: Port/Stbd Thrust
14-15: Engines
16-17: Dead Sensors
18-19: Reactor
20: C&C

SPECIAL NOTES

Limited Deployment (33%)
ELINT Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

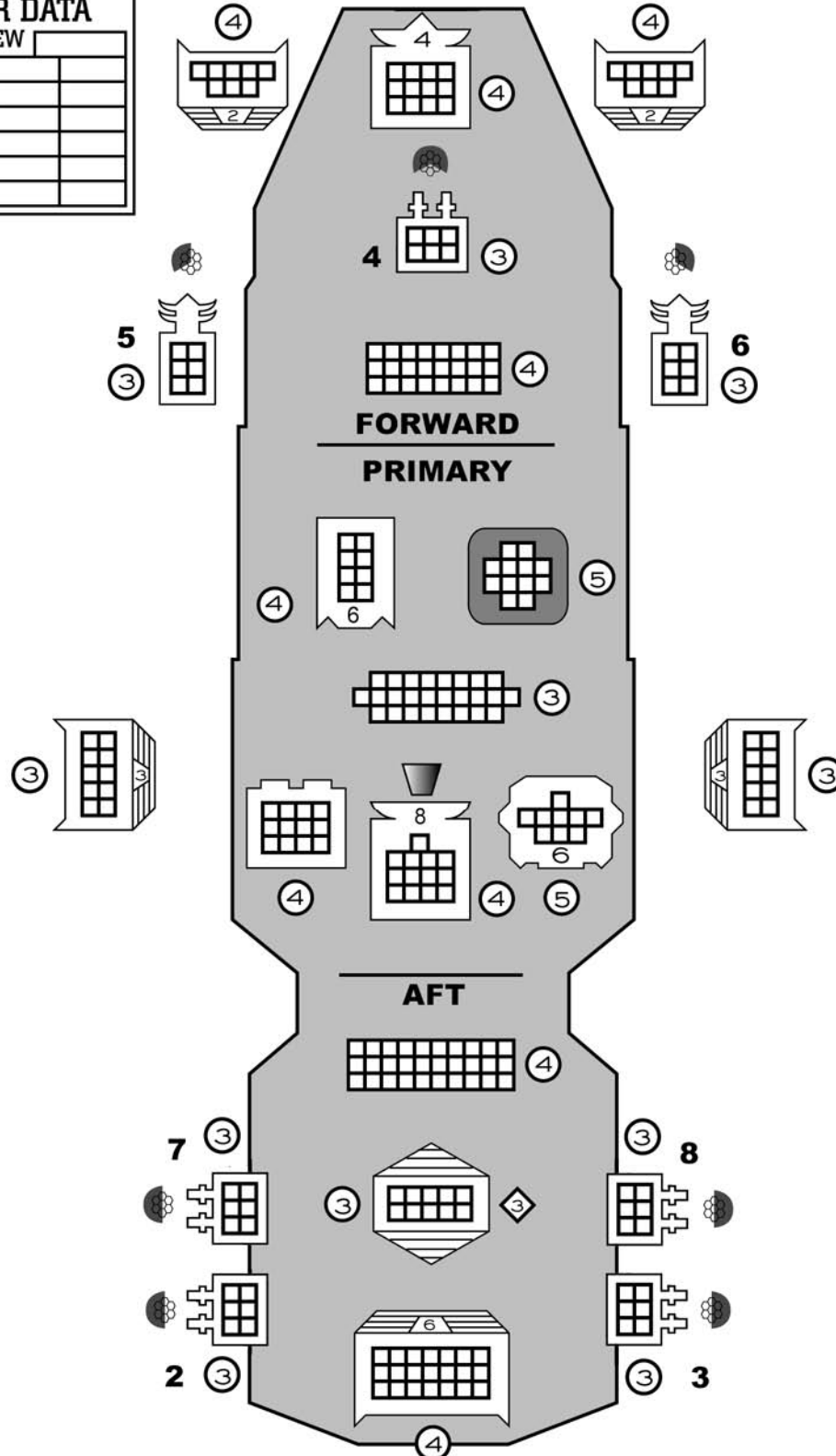
WEAPON DATA

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

HANGAR

6 Fighters
2 Shuttles: Thrust: 6
Armor: 2/1 Defense: 8/11



ICON RECOGNITION

- Thruster
- C&C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Dead Sensors
- EM Laser
- Lt. Laser Turret