

Name: \_\_\_\_\_ Counter: \_\_\_\_\_

# Regulator Regere Battlecruiser



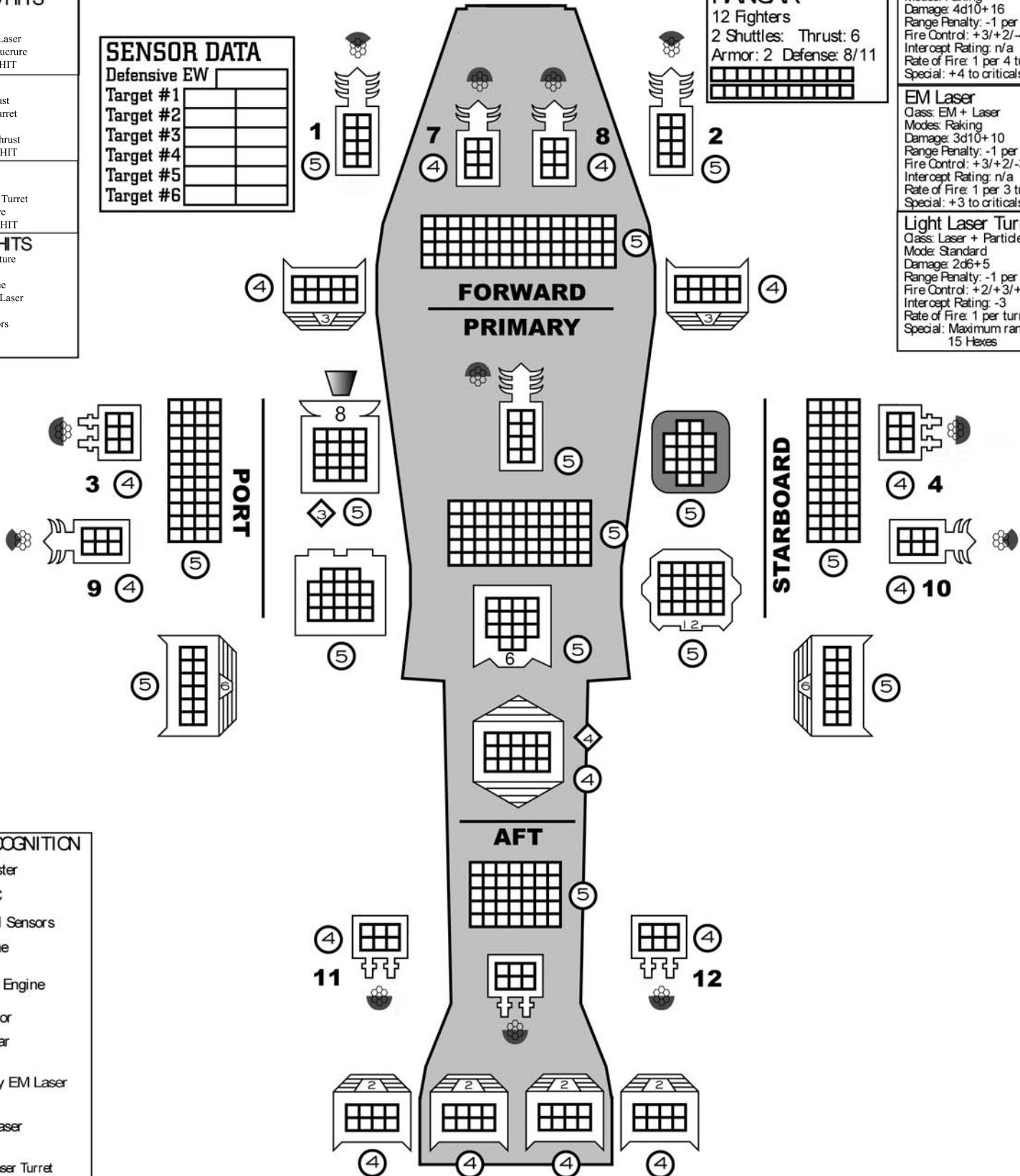
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1x Speed	Fwd/Aft Defense: 13
In Service: 2361	Turn Delay: 1x Speed	Stb/Port Defense: 15
Point Value: 850	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 265	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: 16 Turns	Roll Cost: 3+3 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/Stbd Thrust
8-9: Light Laser Turret
10-11: EM Laser
12-18: Port/Stbd Thrust
19-20: PRIMARY HIT
AFT HITS
1-9: Main Thrust
10-11: Light Laser Turret
12-18: Aft Structure
19-20: PRIMARY HIT
PRIMARY HITS
1-7: Primary Structure
8-9: Hangar
10-11: Jump Engine
12-13: Heavy EM Laser
14-15: Engines
16-17: Dead Sensors
18-19: Reactor
20: C&C

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

HANGAR
12 Fighters
2 Shuttles: Thrust: 6
Armor: 2 Defense: 8/11

WEAPON DATA
<b>Heavy EM Laser</b>
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
<b>EM Laser</b>
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
<b>Light Laser Turret</b>
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	
	Thruster
	C&C
	Dead Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Heavy EM Laser
	EM Laser
	Lt. Laser Turret