Name: _____ Counter: _____

Regulator Styre Light Crusier

BABYLON 5 WARS 2ND EDITION

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service: 2240	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value: 625	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 200	Pivot Cost: 3+3 Thrust	Extra Power:+0
Jump Delay: 20 Turns	Roll Cost: 1+1 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	2	3	4	4	5	6	6	7	8	8

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

SIDE HITS
1-7:Port/Stbd Thrust
8-9:Light Laser Turret
10-11:Heavy EM Laser
12-18:Port/Stbd Thrust
19-20:PRIMARY HIT

PRIMARY HITS
1-7:Primary Strusture
8-9:Hangar
10-11:Jump Drive
12-13:Main Thrust
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	

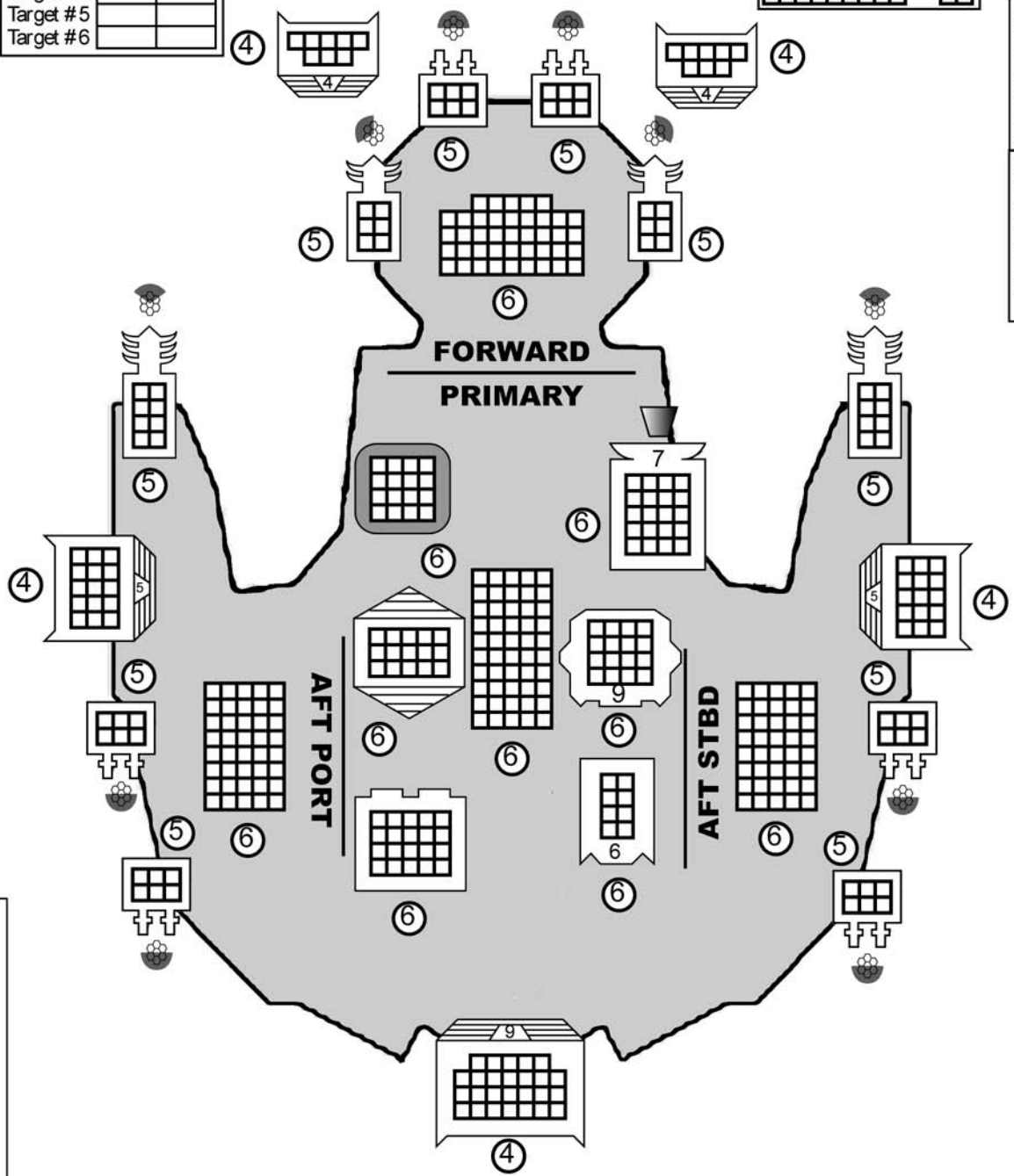
HANGAR
6 Fighters
2 Shuttles: Thrust: 6
Armor: 2/1 Defense: 8/11

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