

Ipsa Scout Wheel

SPECS

Class: Capital Ship
In Service: 2225
Point Value: 800
Ramming Factor: 280
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 1+0 Thrust
Roll Cost: 1+0 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 15
Engine Efficiency: 4/1
Available Power: 42
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

WEAPON DATA

Surge Cannon

Class: Electromagnetic
Mode: Raking
Damage: 1d10+1
Range Penalty: -2 per hex
Fire Control: +2/+2/+2
Intercept Rating: -2
Cooldown Period: 0 Turns

Two Surge Cannons

Damage: 2d10+3
Range Penalty: -1 per hex
Fire Control: +3/+3/+1
Cooldown Period: 1 Turn

Three Surge Cannons

Damage: 3d10+6
Range Penalty: -1 per 2 hexes
Fire Control: +4/+4/+0
Cooldown Period: 2 Turns

Four Surge Cannons

Damage: 4d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +4/+4/-2
Cooldown Period: 3 Turns

Five Surge Cannons

Damage: 5d10+15
Range Penalty: -1 per 4 hexes
Fire Control: +4/+4/-4
Cooldown Period: 4 Turns

EM Pulsar

Class: Electromagnetic
Mode: Pulse
Damage: 9 1d5 times
Maximum Pulses: 6
Pulse Grouping: +1 per 5
Range Penalty: -1 per hex
Fire Control: +3/+2/+1
Intercept Rating: -2
Cooldown Period: 1 Turn
*Special: +1 to critical hits
+2 to dropout rolls*

FWD/AFT/SIDE HITS

1-6: Thruster
7-8: Surge Cannon
9-10: EM Pulsar
11-18: Fwd/Aft/Side Struct
19-20: PRIMARY Hit

SPECIAL NOTES

Restricted Deployment (10%)
Singularity Drive System
ELINT Ship

PRIMARY HITS

1-8: Primary Struct
9-10: Spark Field
11-12: Sensors
13-14: Jump Drive
15-16: Engine
17-18: Mag-Gravitic Reactor
19-20: C & C

SENSOR DATA

Defensive EW

Target #1

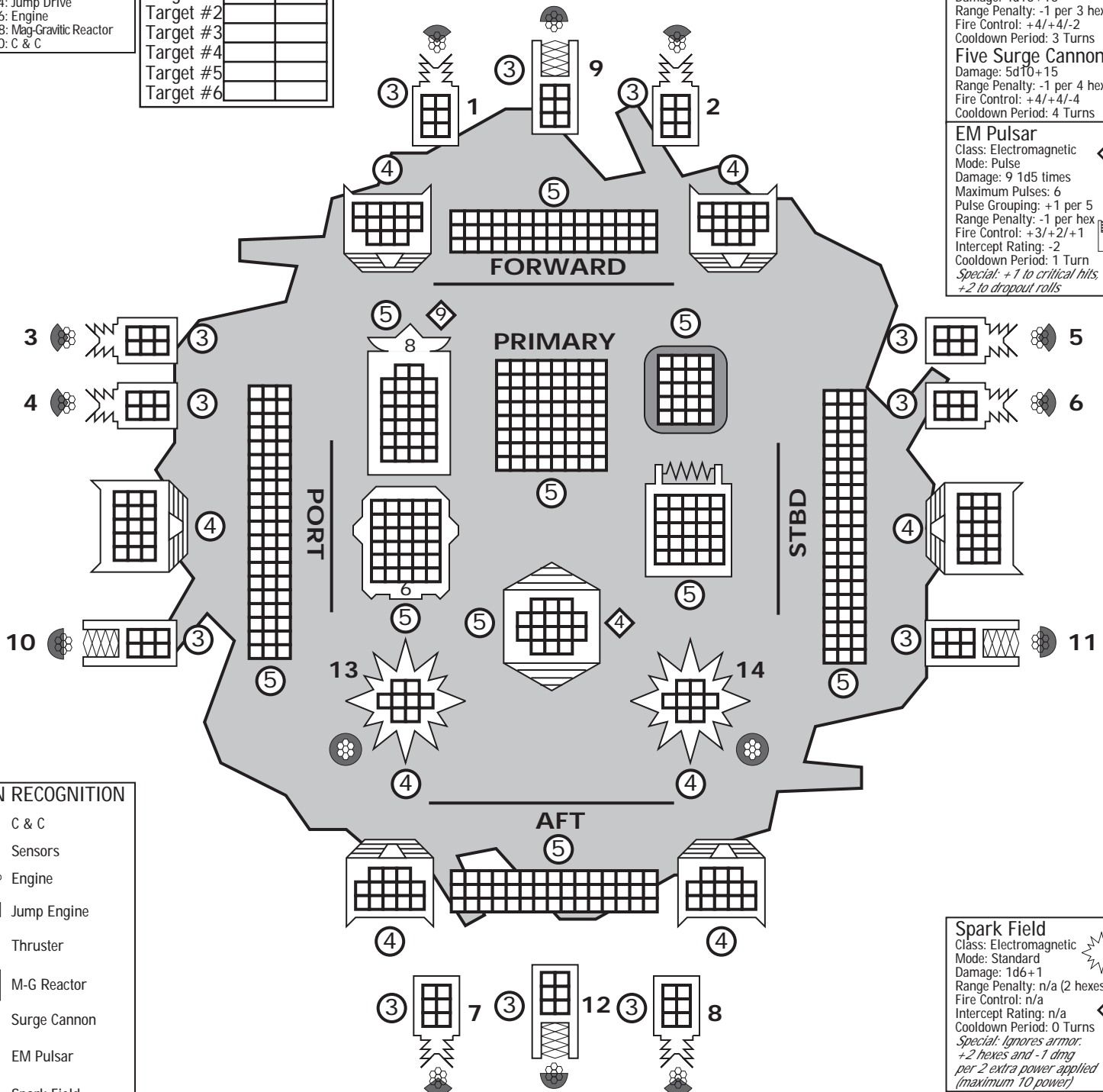
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- C & C
- Sensors
- Engine
- Jump Engine
- Thruster
- M-G Reactor
- Surge Cannon
- EM Pulsar
- Spark Field

Spark Field

Class: Electromagnetic
Mode: Standard
Damage: 1d6+1
Range Penalty: n/a (2 hexes)
Fire Control: n/a
Intercept Rating: n/a
Cooldown Period: 0 Turns
*Special: Ignores armor.
+2 hexes and -1 dmg
per 2 extra power applied
(maximum 10 power)*