

Ipsa Rhombus Escort Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 2209
Point Value: 385
Ramming Factor: 130
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1+1 Thrust
Roll Cost: 0+0 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 13
Engine Efficiency: 4/1
Available Power: 20
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

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/+0
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

SIDE HITS

1-4: Port/Stb Thrust
5-8: Surge Cannon
9-10: Burst Beam
11-18: Port/Stb Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-11: Spark Field
12-13: Fwd/Aft Thrust
14-15: Sensors
16-17: Engine
18-19: Mag-Gravitic Reactor
20: C & C

SPECIAL NOTES

Singularity Drive System
Special Hull Arrangement
(No Fwd/Aft Hits or Struct)

SENSOR DATA

Defensive EW

Target #1

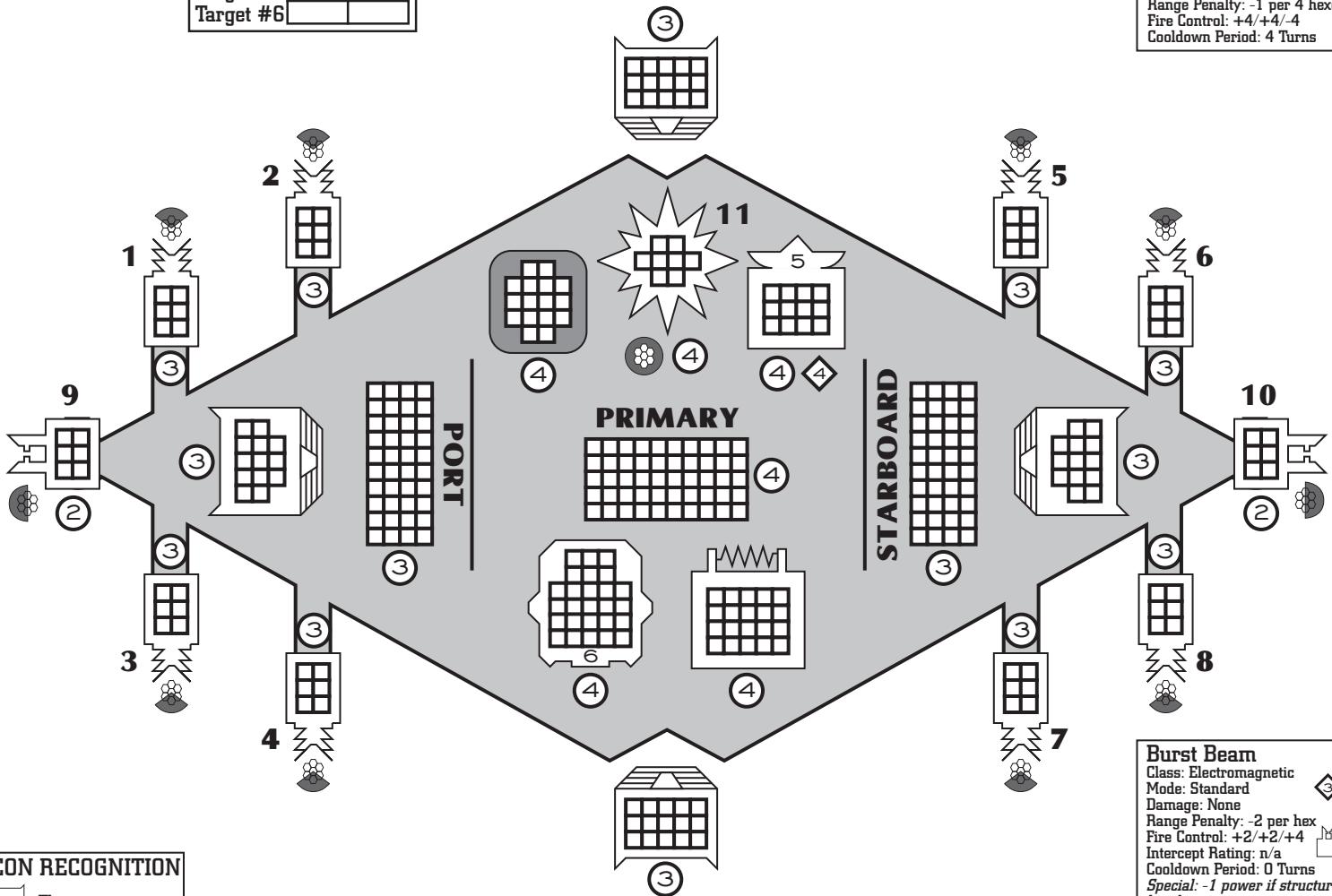
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- M-G Reactor
- Surge Cannon
- Burst Beam
- Spark Field

Burst Beam

Class: Electromagnetic
Mode: Standard
Damage: None
Range Penalty: -2 per hex
Fire Control: +2/+2/+4
Intercept Rating: n/a
Cooldown Period: 0 Turns
Special: -1 power if structure hit; deactivates power-using systems; +4 criticals to non-powered systems; forces auto-dropout on fighters. See rules.

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 8 extra power)