

Ipsa Heavy Carrier Cube

SPECS

Class: Capital Ship
In Service: 2230
Point Value: 800
Ramming Factor: 270
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 16
Engine Efficiency: 4/1
Available Power: 36
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

HANGARS

18 Fighters Each

WEAPON DATA

Resonance Generator

Class: Electromagnetic
Mode: Standard
Damage: 1d10
Range Penalty: -1 per hex
Fire Control: +2/+2/-
Intercept Rating: n/a
Cooldown Period: 2 Turns
Special: Ignores armor. Scores damage against all sides of the target (including primary).

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)

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 HITS
1-4: Fwd/Aft Thrust
5-8: Resonance Generator
9-12: EM Pulsar
13-18: Fwd/Aft Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-7: EM Pulsar
8-10: Hangar
11-18: Port/Stb Struct
19-20: PRIMARY Hit

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

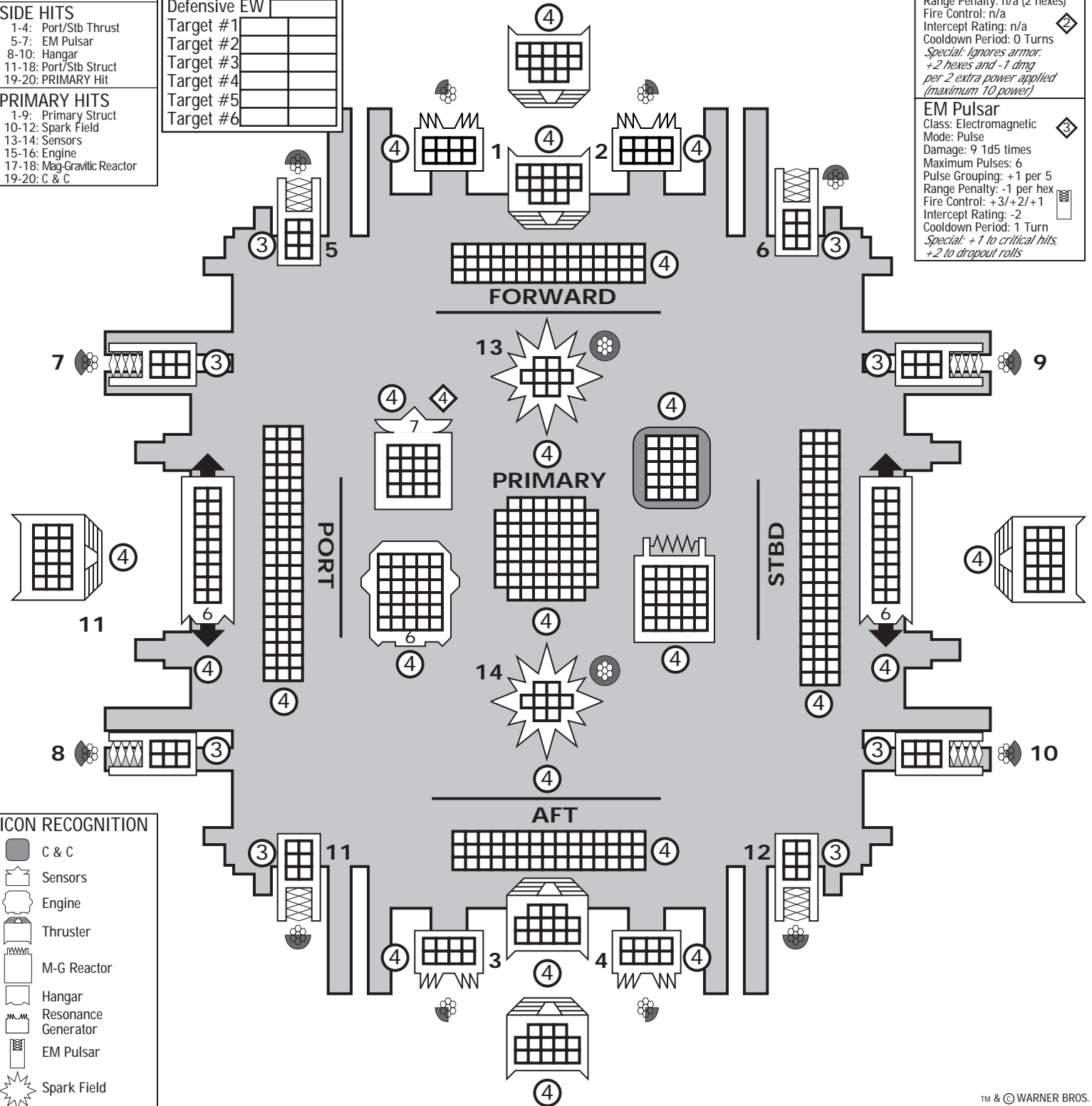
SPECIAL NOTES

Singularity Drive System

SENSOR DATA

Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #6



ICON RECOGNITION

- C & C
- Sensors
- Engine
- Thrustor
- M-G Reactor
- Hangar
- Resonance Generator
- EM Pulsar
- Spark Field