

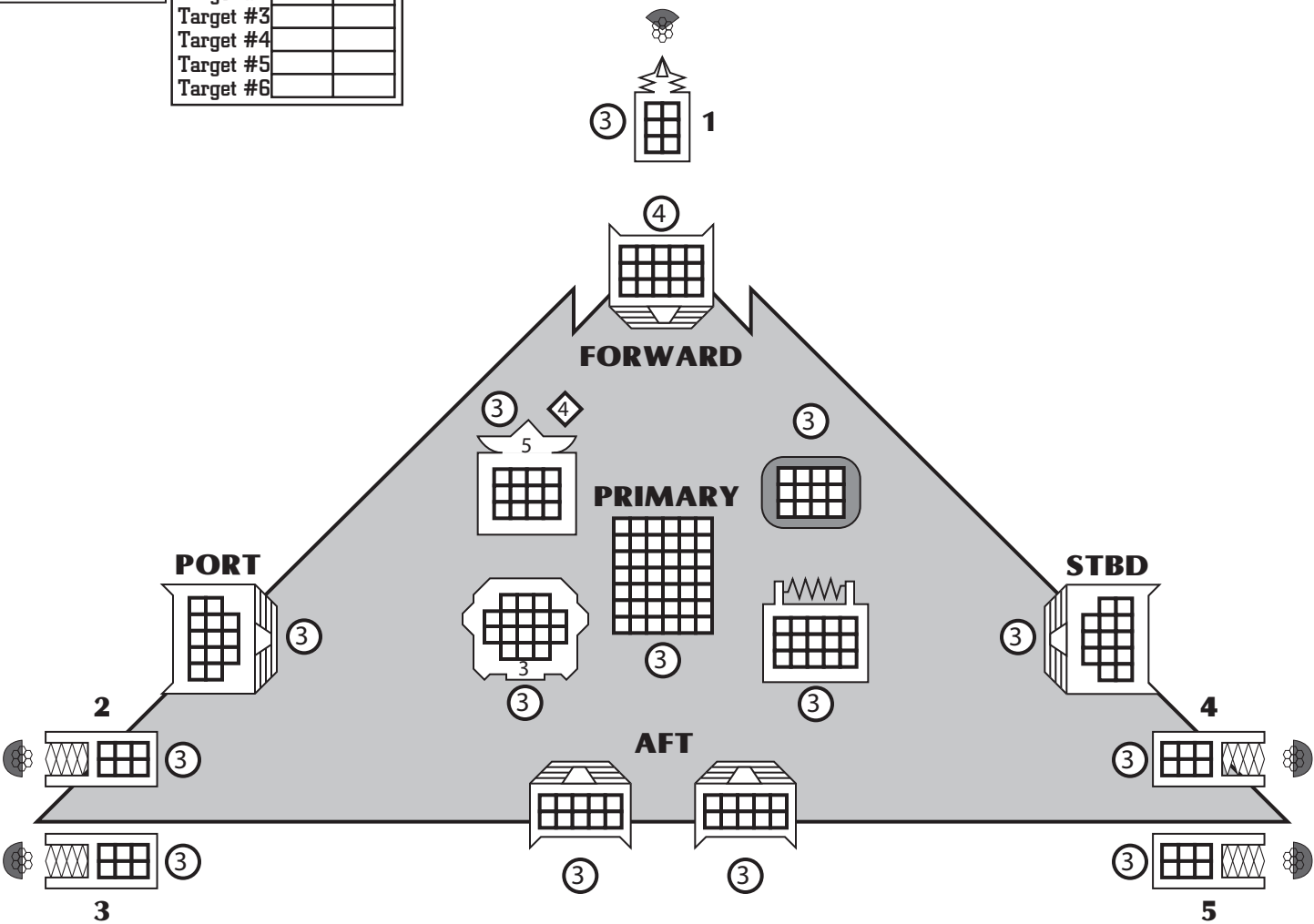
# Ipsa Tetraship








SPECS	MANEUVERING							COMBAT STATS				
Class: Medium Ship	Turn Cost: 1/3 Speed							Fwd/Aft Defense: 14				
In Service: 2230	Turn Delay: 1/3 Speed							Stb/Port Defense: 12				
Point Value: 350	Accel/Decel: 1/2 Thrust							Engine Efficiency: 2/1				
Ramming Factor: 50	Pivot Cost: 1+1 Thrust							Available Power: 12				
Jump Delay: N/A	Roll Cost: 0+0 Thrust							Initiative Bonus: +12				
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

WEAPON DATA
<b>Surge Blaster</b> Class: Electromagnetic Mode: Standard Damage: 4d10 Range Penalty: -1 per 2 hexes Fire Control: +3/+2/+1 Intercept Rating: -1 Cooldown Period: 1 Turn <i>Special: +4 to crits &amp; dropout</i>
<b>EM Pulsar</b> 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 <i>Special: +1 to critical hits, +2 to dropout rolls</i>

SIDE HITS
1-4: Port/Stb Thrust
5-7: EM Pulsar
8-18: Structure
19-20: PRIMARY Hit
PRIMARY HITS
1-6: Fwd/Aft Thrust
7-9: Surge Blaster
10-12: Sensors
13-15: Engine
16-18: Mag-Gravitic Reactor
19-20: C & C

SPECIAL NOTES
Singularity Drive System
Special Hull Arrangement
(No Fwd/Aft Hits)
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6



ICON RECOGNITION	
	C & C
	Sensors
	Engine
	Thruster
	M-G Reactor
	Surge Blaster
	EM Pulsar