



Ipsa Tetra Escort

SPECS

Class: Medium Ship
In Service: 2235
Point Value: 400
Ramming Factor: 50
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 12
Engine Efficiency: 2/1
Available Power: 13
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

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

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)

Power Enhancement Pod (Optional)

+2 Free Thrust
+3 Available Power
+1 Turn Delay
-1 Initiative
+40 Combat Points



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SIDE HITS

1-4: Port/Stb Thrust
5-8: EM Pulsar
9-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Fwd/Aft Thrust
7-9: Spark Field
10-12: Sensors
13-15: Engine
16-18: Mag-Gravitic Reactor
19-20: C & C

If power enhancement pod is present, it is hit on a primary roll of 1-2 instead of the thrusters

SPECIAL NOTES

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

SENSOR DATA

Defensive EW

Target #1

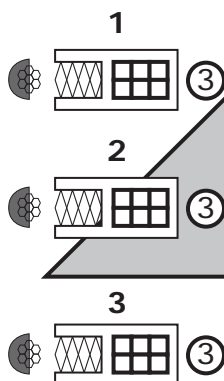
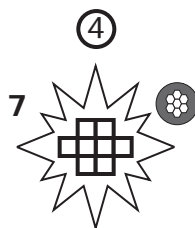
Target #2

Target #3

Target #4

Target #5

Target #6



PORT

FORWARD

PRIMARY

STBD

AFT

ICON RECOGNITION

