

# Ipsa Warsphere

## SPECS

Class: Capital Ship  
In Service: 2230  
Point Value: 1000  
Ramming Factor: 330  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 4/3 Speed  
Turn Delay: 4/3 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 0+0 Thrust  
Roll Cost: 0+0 Thrust

## COMBAT STATS

Fwd/Aft Defense: 17  
Stb/Port Defense: 17  
Engine Efficiency: 6/1  
Available Power: 60  
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

## HANGAR

6 Fighters

## 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 Bolter

Class: Electromagnetic  
Mode: Standard  
Damage: 21  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+3/+0  
Intercept Rating: n/a  
Cooldown Period: 2 Turns  
Special: +1 to all critical rolls made by target on that turn.

## FWD/AFT HITS

1-4: Fwd/Aft Thrust  
5: EM Bolter  
6-12: Surge Cannon  
13-18: Fwd/Aft Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-11: Surge Cannon  
12-18: Port/Stb Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-7: Primary Struct  
8-10: Spark Field  
11-12: Hangar  
13-14: Sensors  
15-16: Engine  
17-18: Mag-Gravitic Reactor  
19-20: C & C

## SPECIAL NOTES

Limited Deployment (33%)  
Singularity Drive System

## SENSOR DATA

Defensive EW

Target #1

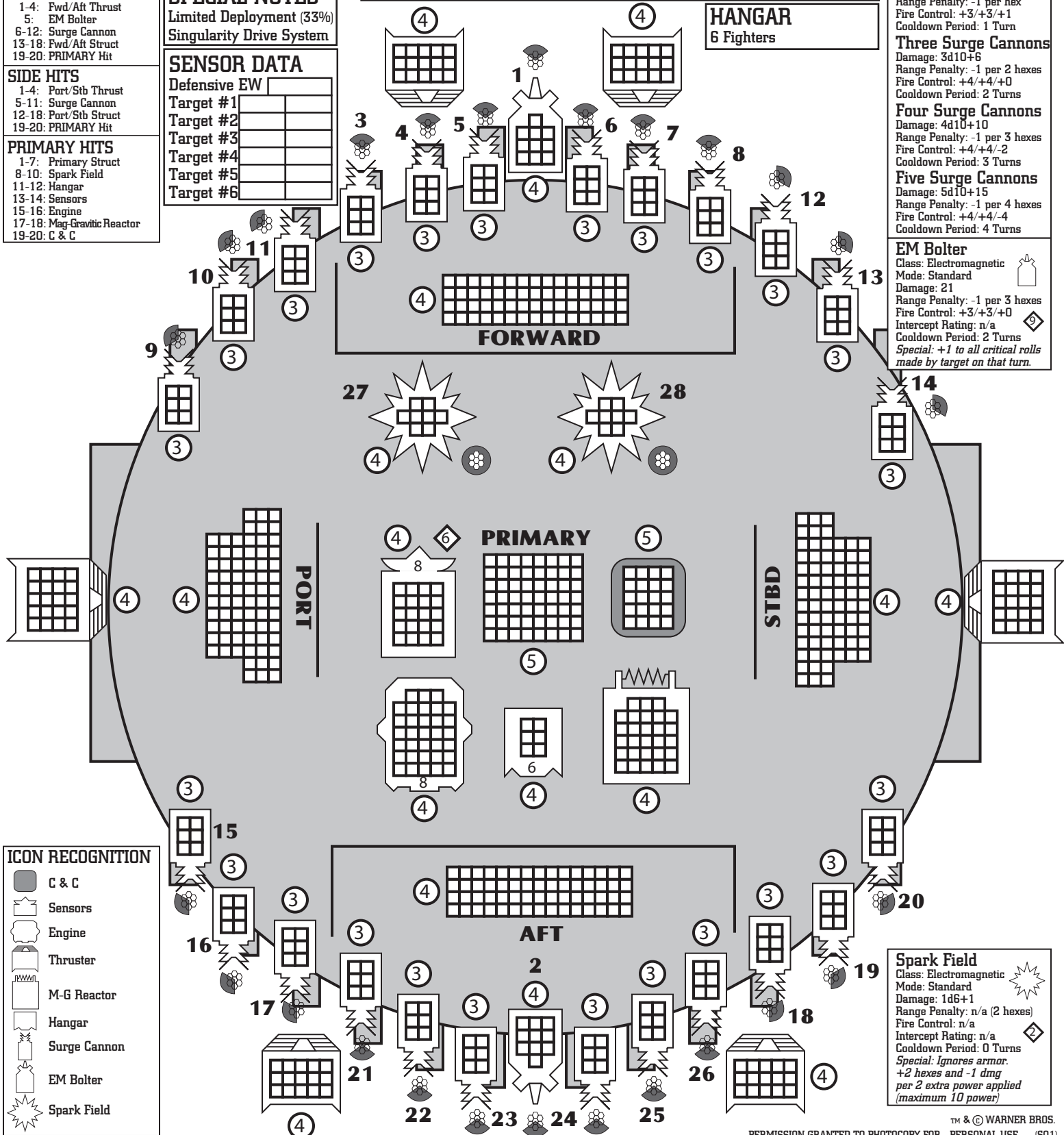
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- C & C
- Sensors
- Engine
- Thruster
- M-G Reactor
- Hangar
- Surge Cannon
- EM Bolter
- 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)