



Ipsa Resohex

SPECS	MANEUVERING							COMBAT STATS				
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed							Fwd/Aft Defense: 16				
In Service: 2206	Turn Delay: 2/3 Speed							Stb/Port Defense: 13				
Point Value: 600	Accel/Decel Cost: 1 Thrust							Engine Efficiency: 3/1				
Ramming Factor: 150	Pivot Cost: 1+1 Thrust							Available Power: 30				
Jump Delay: N/A	Roll Cost: 0+0 Thrust							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 Del ay	1	2	2	3	4	4	5	6	6	7	8	8

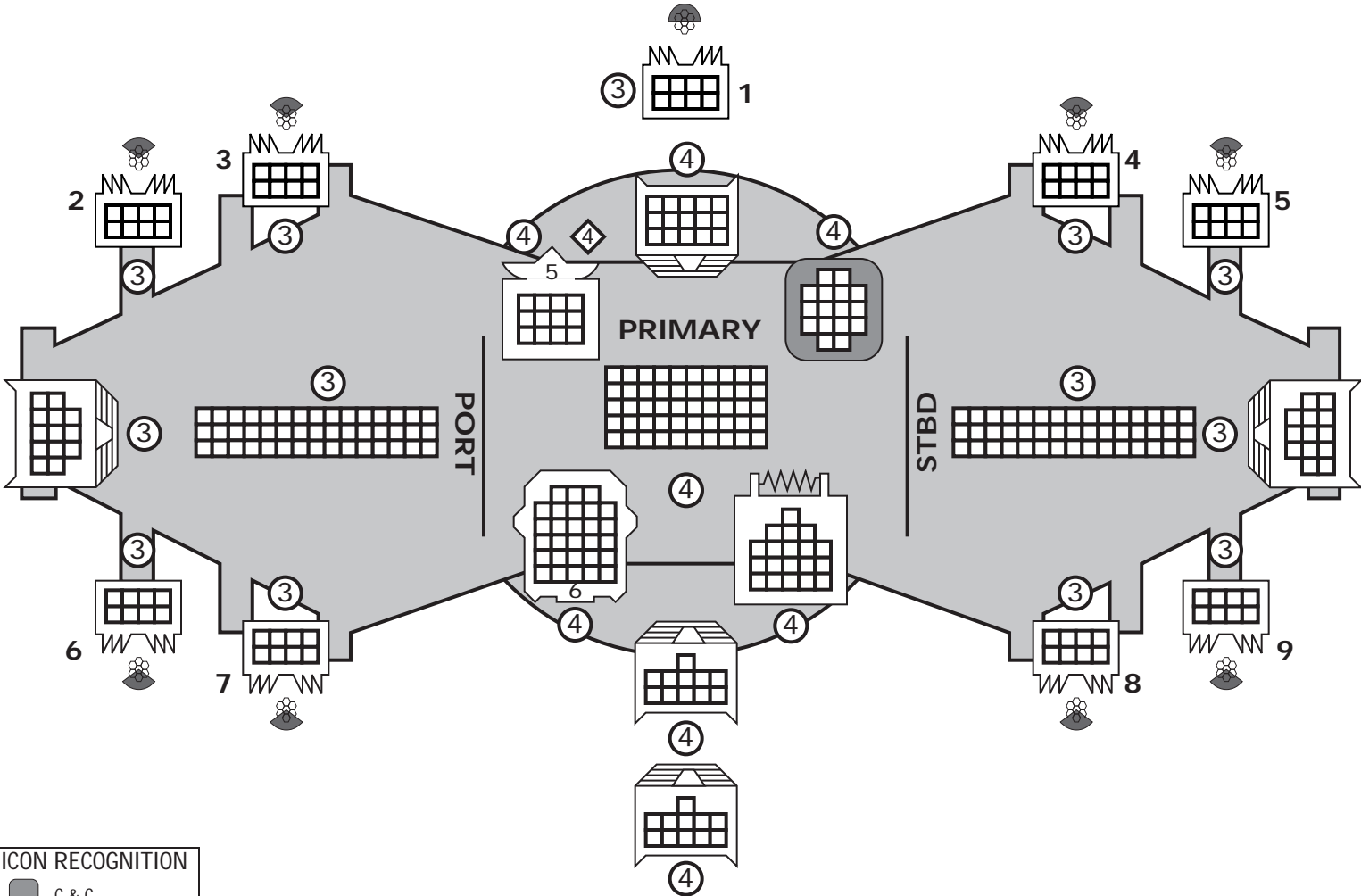
WEAPON DATA
Resonance Generator
Class: Electromagnetic
Mode: Standard
Damage: 1d10
Range Penalty: -1 per hex
Fire Control: +2/+2/--
Intercept Rating: n/a
Cooldown Period: 2 Turns
Special: Ignores armor. Scores damage against all sides of the target (including primary).

SIDE HITS
1-5: Port/Stb Thrust
6-9: Resonance Generator
10-18: Port/Stb Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Structure
9-10: Resonance Generator
11-12: Fwd/Aft Thrust
13-14: Sensors
15-16: Engine
17-18: 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
Resonance Generator