

Ipsa Battlehex

SPECS

Class: Hvy Combat Vsl
In Service: 2258
Point Value: 700
Ramming Factor: 150
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 13
Engine Efficiency: 3/1
Available Power: 45
Initiative Bonus: +7

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

WEAPON DATA

Adv. Surge Cannon
Class: Electromagnetic
Mode: Raking
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Cooldown Period: 0 Turns
Rate of Fire: 2 per turn

Two Surge Cannons

Damage: 2d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+2
Cooldown Period: 0 Turn (1/1)

Three Surge Cannons

Damage: 3d10+9
Range Penalty: -1 per 2 hexes
Fire Control: +5/+5/+1
Cooldown Period: 3 Turns (1/2)

Four Surge Cannons

Damage: 4d10+13
Range Penalty: -1 per 3 hexes
Fire Control: +5/+5/-1
Cooldown Period: 3 Turns (1/3)

Five Surge Cannons

Damage: 5d10+18
Range Penalty: -1 per 4 hexes
Fire Control: +5/+5/-3
Cooldown Period: 3 Turns (1/4)

SIDE HITS

1-4: Port/Stb Thrust
5-11: Surge Cannon
12-18: 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

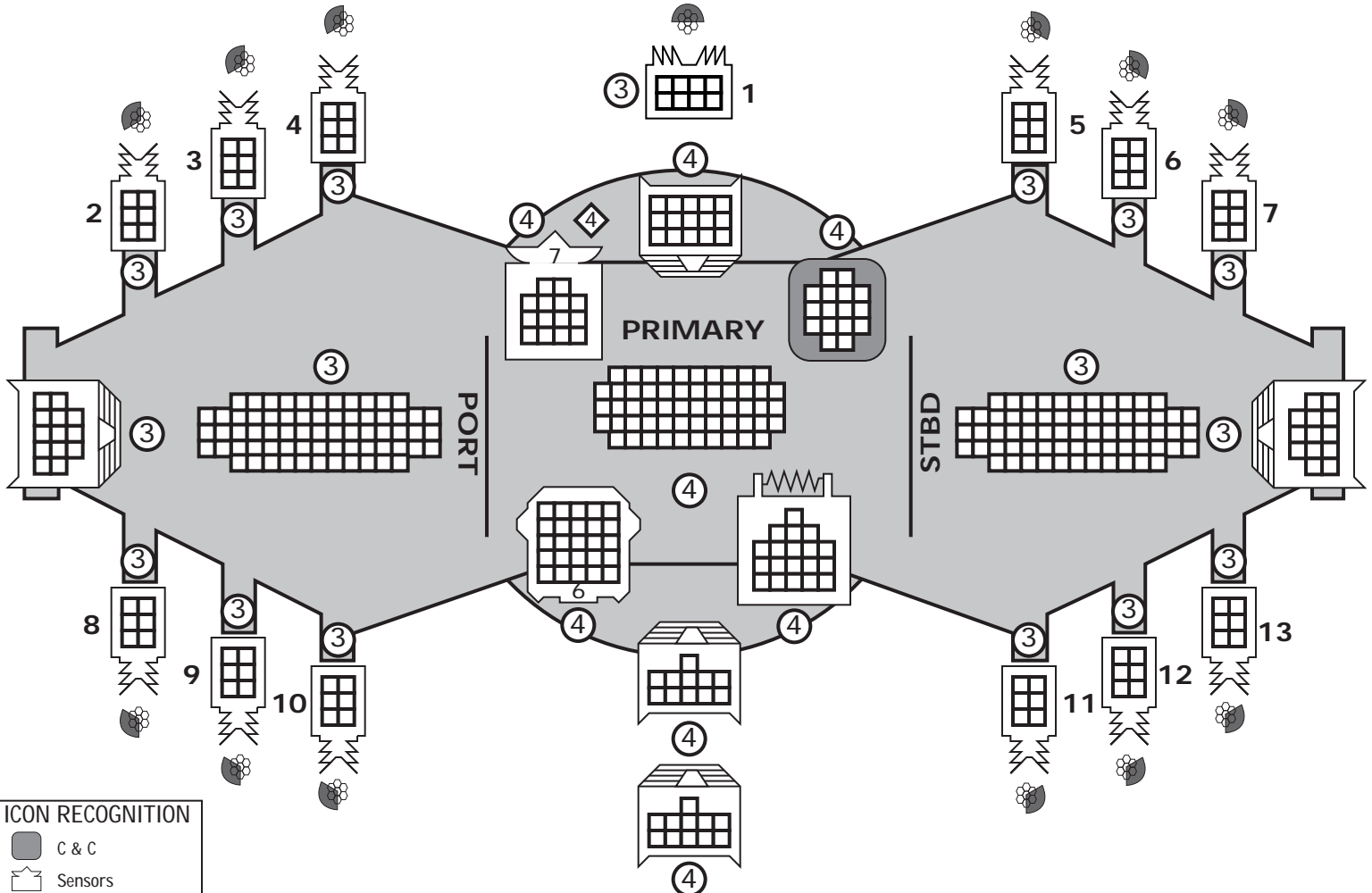
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- C & C
- Sensors
- Engine
- Thrustor
- M-G Reactor
- Adv. Surge Cannon
- Imp. Resonance Generator

I. Resonance Generator

Class: Electromagnetic
Mode: Standard
Damage: 1d10+4
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/--
Intercept Rating: n/a
Cooldown Period: 2 Turns
Special: Ignores armor. Scores damage against all sides of the target (including primary).