

Ipsa Rhombus Maser ship

SPECS

Class: Hvy Combat Vsl
In Service: 2231
Point Value: 430
Ramming Factor: 130
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 13
Engine Efficiency: 4/1
Available Power: 20
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 Delay	1	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA**Maser**

Class: Laser
Modes: Standard
Damage: 2d10+2
Range Penalty: -1 per hex
Fire Control: +3/+3/+2
Intercept Rating: n/a
Cooldown Period: 0 Turns
Special: Armor counts double, damage doubled for crits

Burst Beam

Class: Electromagnetic
Mode: Standard
Damage: None
Range Penalty: -2 per hex
Fire Control: +2/+2/+4
Intercept Rating: n/a
Cooldown Period: 0 Turns
Special: -1 power if structure hit; deactivates power-using systems; +4 criticals to non-powered systems; forces auto-dropout on fighters. See rules.

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 8 extra power)

SIDE HITS

1-4: Port/Stb Thrust
5-8: Maser
9-10: Burst Beam
11-18: Port/Stb Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-11: Spark Field
12-13: Fwd/Aft Thrust
14-15: Sensors
16-17: Engine
18-19: Mag-Gravitic Reactor
20: C & C

SPECIAL NOTES

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

SENSOR DATA**Defensive EW**

Target #1

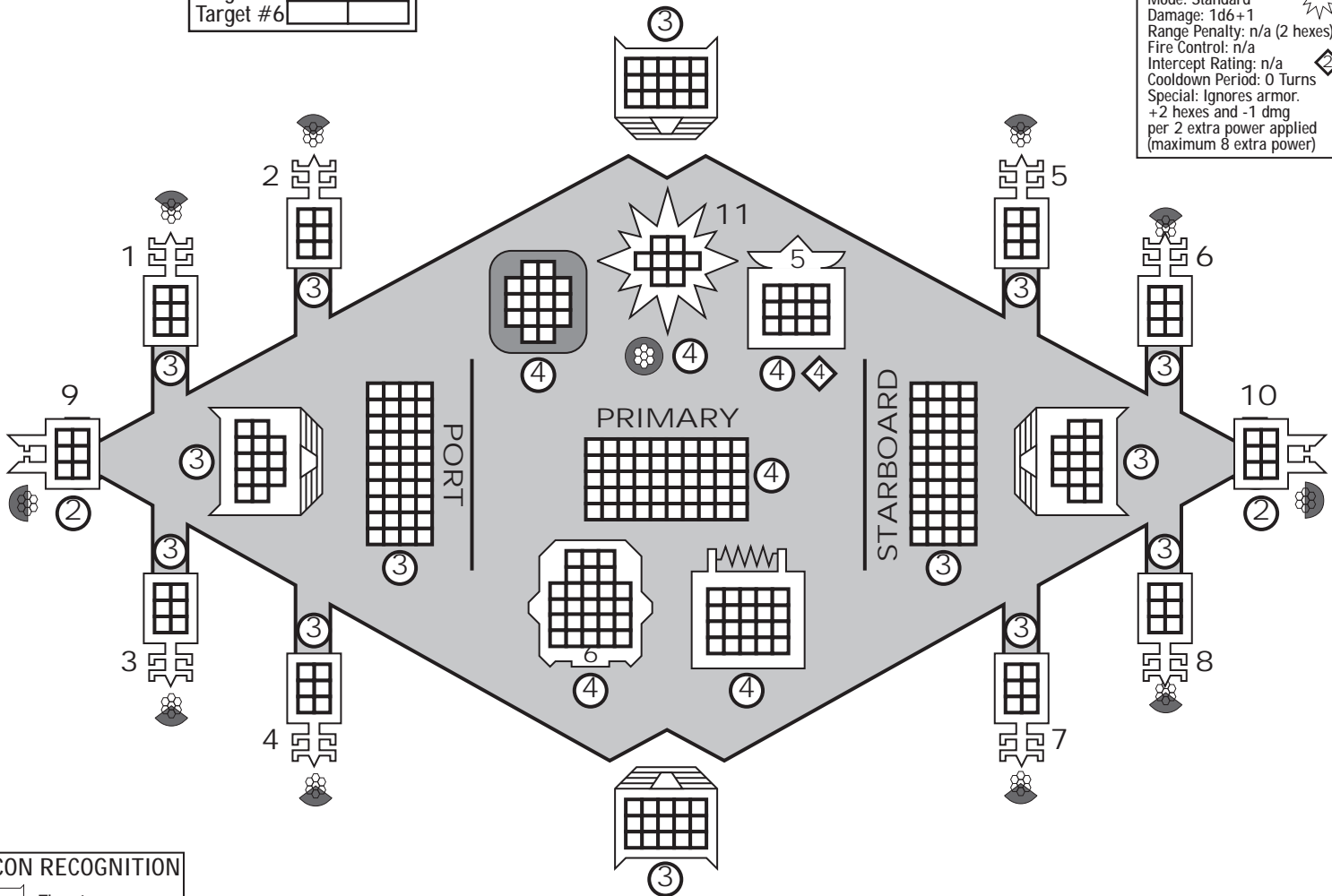
Target #2

Target #3

Target #4

Target #5

Target #6

**ICON RECOGNITION**