

Iphsa Toroid Base

SPECS

Class: Enormous Base
In Service: 2196
Point Value: 2750
Ramming Factor: 700
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 20
Stb/Port Defense: 20
Engine Efficiency: N/A
Available Power: 60
Initiative Bonus: N/A

HANGARS

6 Fighters Each
4 Shuttles Each: Thrust:5
Armor: 1 Defense: 9/9

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 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: Ignores armor. +2 hexes and -1 dmg

SECTION HITS

1: Resonance Generator
2-3: EM Pulsar
4-7: Surge Cannon
8-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-11: Cargo
12-13: Sensors
14-15: Spark Field
16-17: Mag-Gravitic Reactor
18: Hangar
19-20: C & C

SENSOR DATA

Defensive EW

Target #1

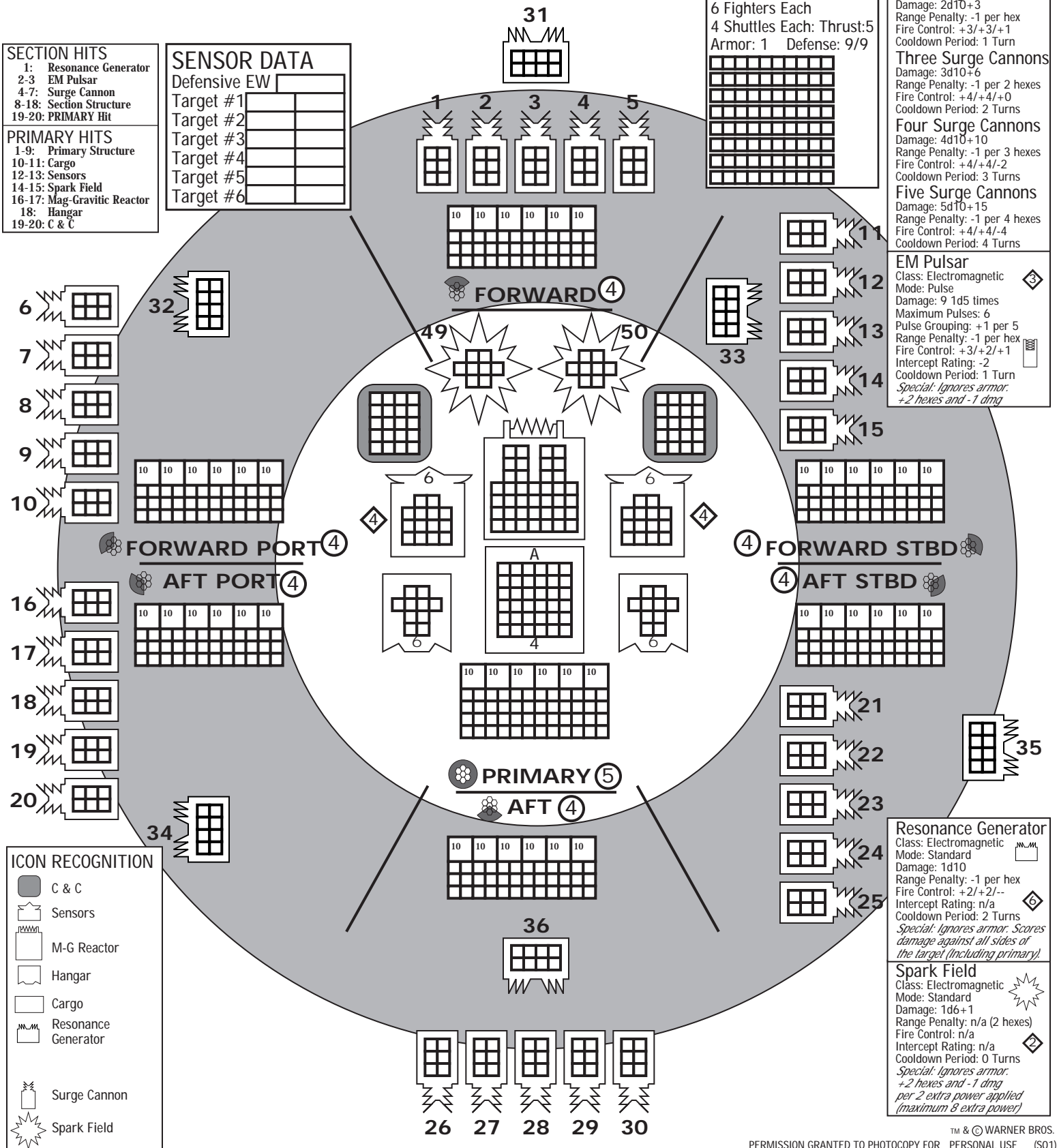
Target #2

Target #3

Target #4

Target #5

Target #6



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).

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)