

Ipsa Battlehex

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 16
In Service: 2200	Turn Delay: 2/3 Speed	Stb/Port Defense: 13
Point Value: 500	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 Delay	1 2 2 3 4 4 5 6 6 7 8 8	

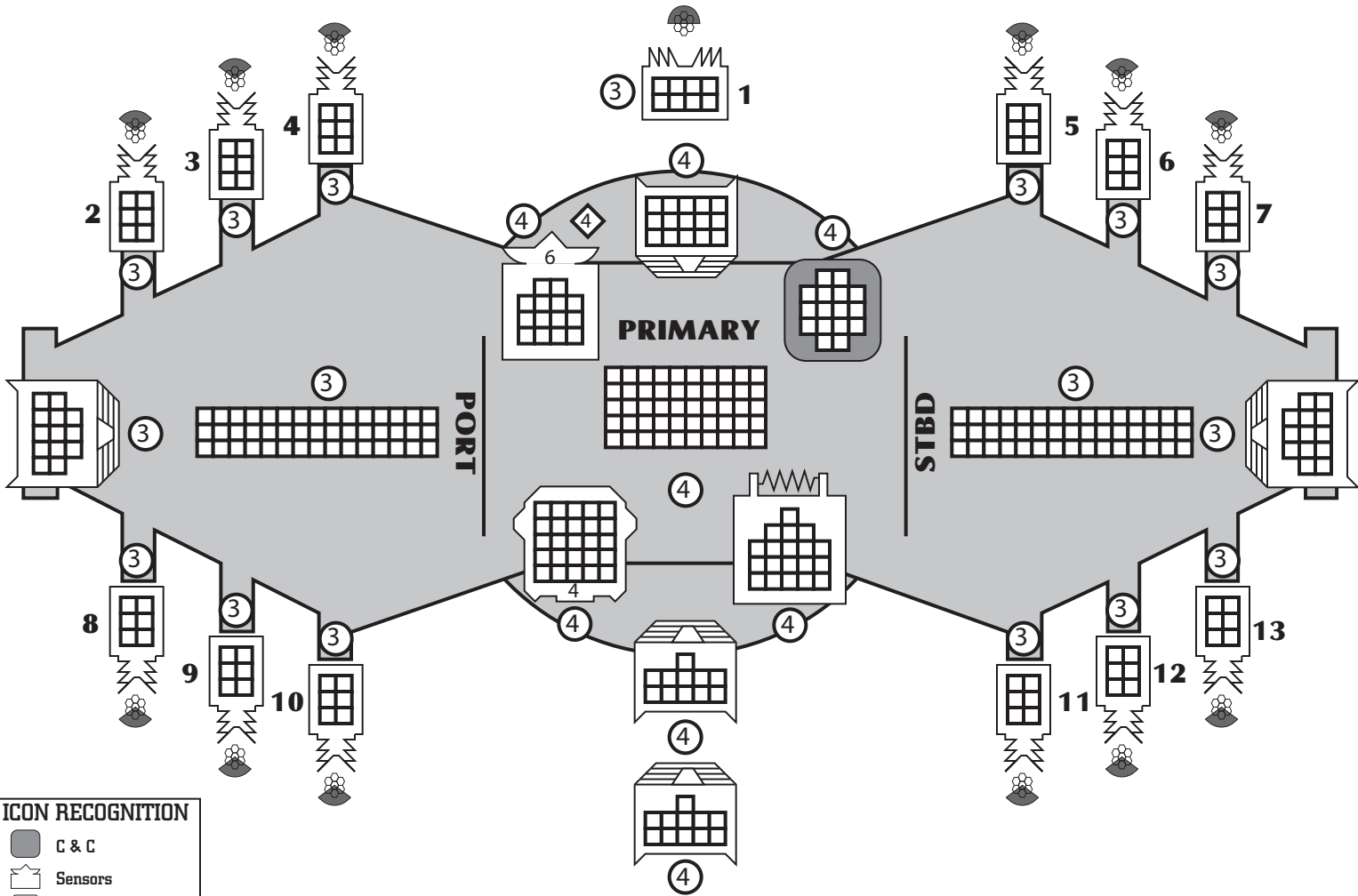
WEAPON DATA
Surge Cannon Class: Electromagnetic Mode: Raking Damage: 1d10+1 Range Penalty: -2 per hex Fire Control: +2/+2/+2 Intercept Rating: -2 Cooldown Period: 0 Turns
Two Surge Cannons Damage: 2d10+3 Range Penalty: -1 per hex Fire Control: +3/+3/+1 Cooldown Period: 1 Turn
Three Surge Cannons Damage: 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

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
Surge Cannon
Resonance Generator

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).