

Ipsa Carrier Cube

SPECS

Class: Capital Ship
In Service: 2230
Point Value: 800
Ramming Factor: 270
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 16
Engine Efficiency: 4/1
Available Power: 30
Initiative Bonus: +0

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

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

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).

FWD/AFT HITS
1-4: Fwd/Aft Thrust
5-8: Resonance Generator
9-12: EM Pulsar
13-18: Fwd/Aft Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-8: Surge Cannon
9-10: Hangar
11-18: Port/Stb Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-9: Primary Struct
10-12: Spark Field
13-14: Sensors
15-16: Engine
17-18: Mag-Gravitic Reactor
19-20: C & C

SPECIAL NOTES
Singularity Drive System

SENSOR DATA

Defensive EW

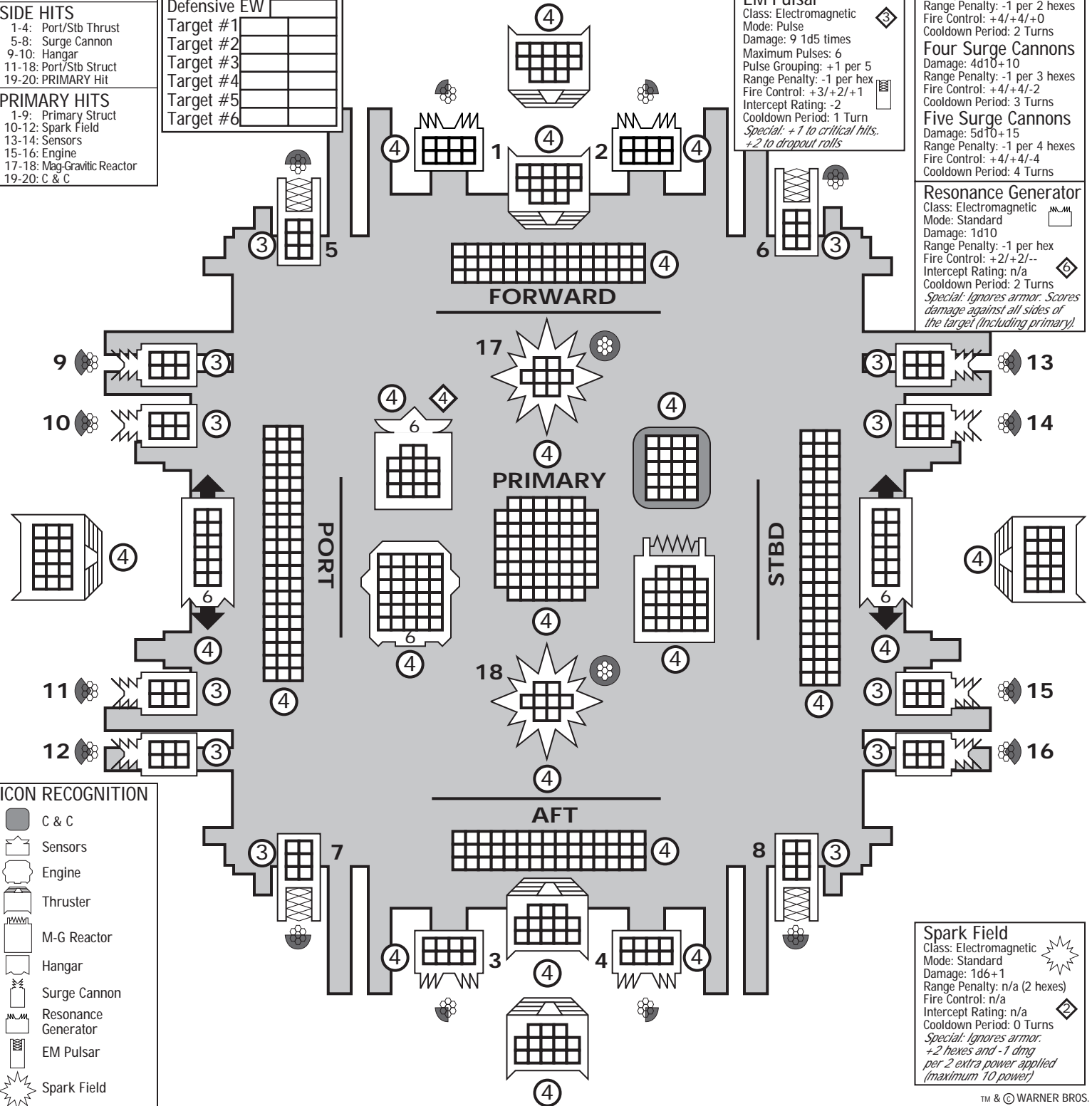
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGARS

12 Fighters Each

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: +1 to critical hits. +2 to dropout rolls.



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 10 power).