

# Iphsa Ring Base

## SPECS

Class: Enormous Base  
In Service: 2226  
Point Value: 3200  
Ramming Factor: 840  
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: 90  
Initiative Bonus: N/A

## 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: +1 to critical hits  
+2 to dropout rolls*

### Resonance Generator

Class: Electromagnetic  
Mode: Standard  
Damage: 1d10  
Range Penalty: -1 per hex  
Fire Control: +2/+2/-1  
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 10 power)*

## 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

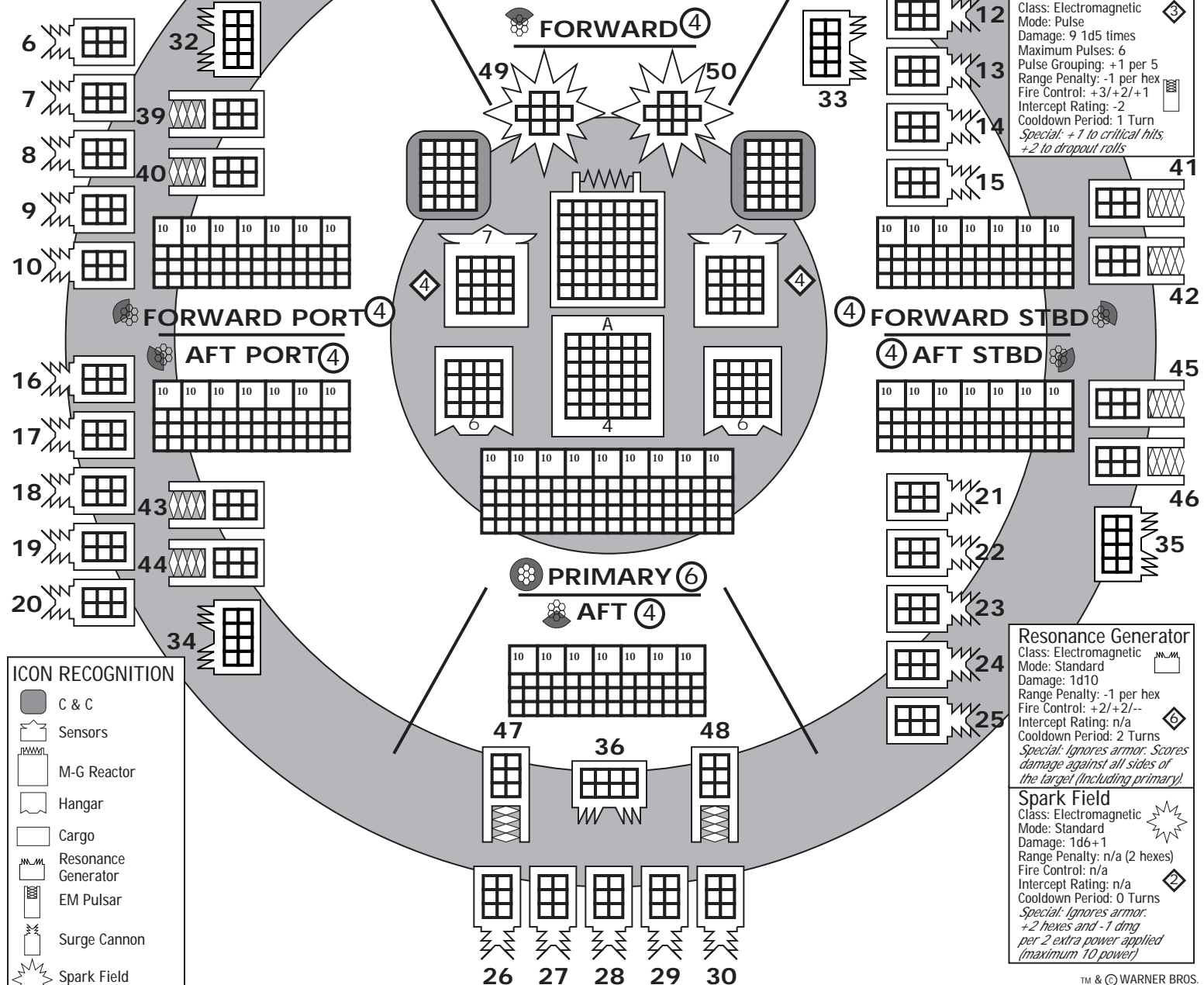
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- C & C
- Sensors
- M-G Reactor
- Hangar
- Cargo
- Resonance Generator
- EM Pulsar
- Surge Cannon
- Spark Field