

# Ipsa Early Scout Wheel

## SPECS

Class: Capital Ship  
In Service: 2222  
Point Value: 750  
Ramming Factor: 280  
Jump Delay: 28 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 15  
Engine Efficiency: 4/1  
Available Power: 38  
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

## FWD/AFT/SIDE HITS

1-6: Thruster  
7-8: Surge Cannon  
11-18: Fwd/Aft/Side Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Struct  
9-10: Spark Field  
11-12: Sensors  
13-14: Jump Drive  
15-16: Engine  
17-18: Mag-Gravitic Reactor  
19-20: C & C

## SPECIAL NOTES

Restricted Deployment (10%)  
Singularity Drive System  
ELINT Ship

## SENSOR DATA

Defensive EW

Target #1

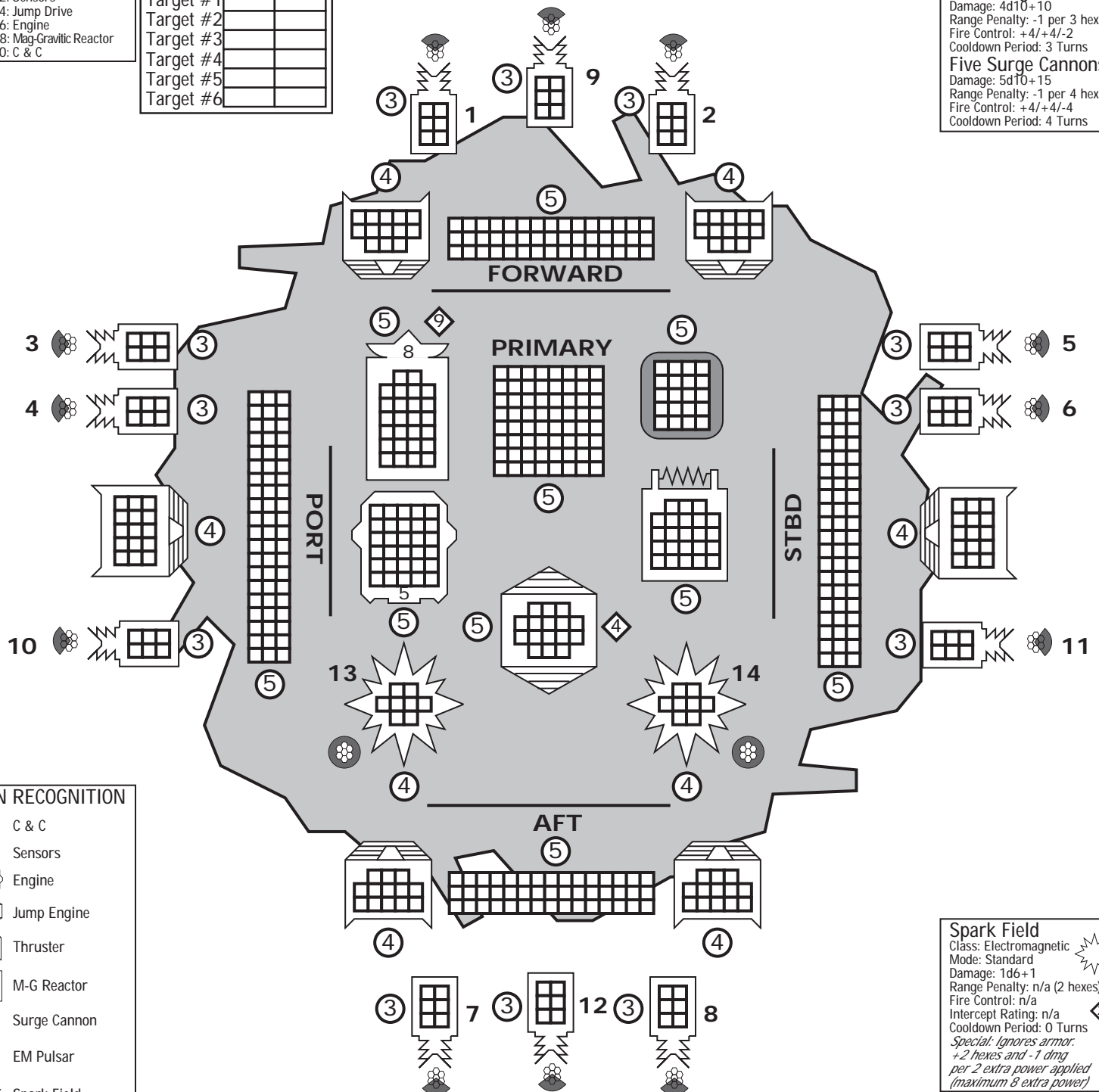
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- C & C
- Sensors
- Engine
- Jump Engine
- Thruster
- M-G Reactor
- Surge Cannon
- EM Pulsar
- Spark Field

## 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)*