



Ipsa Surgesphere

SPECS

Class: Capital Ship
In Service: 2230
Point Value: 1050
Ramming Factor: 330
Jump Delay: N/A

MANEUVERING

Turn Cost: 4/3 Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 0+0 Thrust
Roll Cost: 0+0 Thrust

COMBAT STATS

Fwd/Aft Defense: 17
Stb/Port Defense: 17
Engine Efficiency: 6/1
Available Power: 60
Initiative Bonus: +0

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 HITS

1-4: Fwd/Aft Thrust
5-12: Surge Cannon
13-18: Fwd/Aft Struct
19-20: PRIMARY HIT

SIDE HITS

1-4: Port/Stb Thrust
5-12: Surge Cannon
13-18: Port/Stb Struct
19-20: PRIMARY HIT

PRIMARY HITS

1-7: Primary Struct
8-10: Spark Field
11-12: Hangar
13-14: Sensors
15-16: Engine
17-18: Mag-Gravitic Reactor
19-20: C & C

SPECIAL NOTES

Limited Deployment (33%)
Singularity Drive System

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

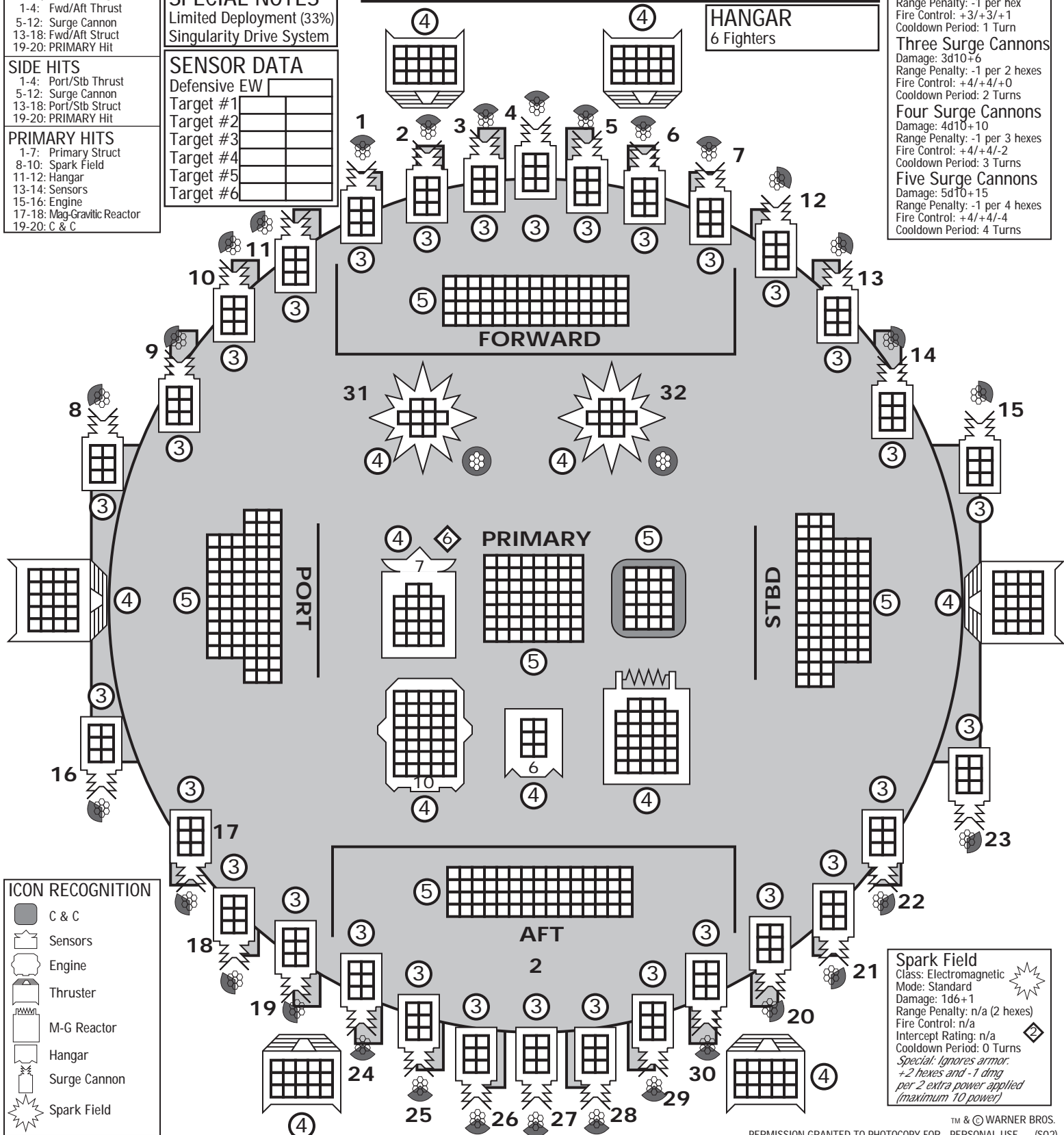
Target #5

Target #6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

HANGAR

6 Fighters



ICON RECOGNITION

- C & C
- Sensors
- Engine
- Thruster
- M-G Reactor
- Hangar
- Surge Cannon
- 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 10 power)*