

Ipsa Early Carrier Cube

SPECS

Class: Capital Ship
In Service: 2218
Point Value: 725
Ramming Factor: 270
Jump Delay: N/A

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 Del ay	2	3	4	6	7	8	10	11	12	14	15	16

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

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:	Surge Cannon
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

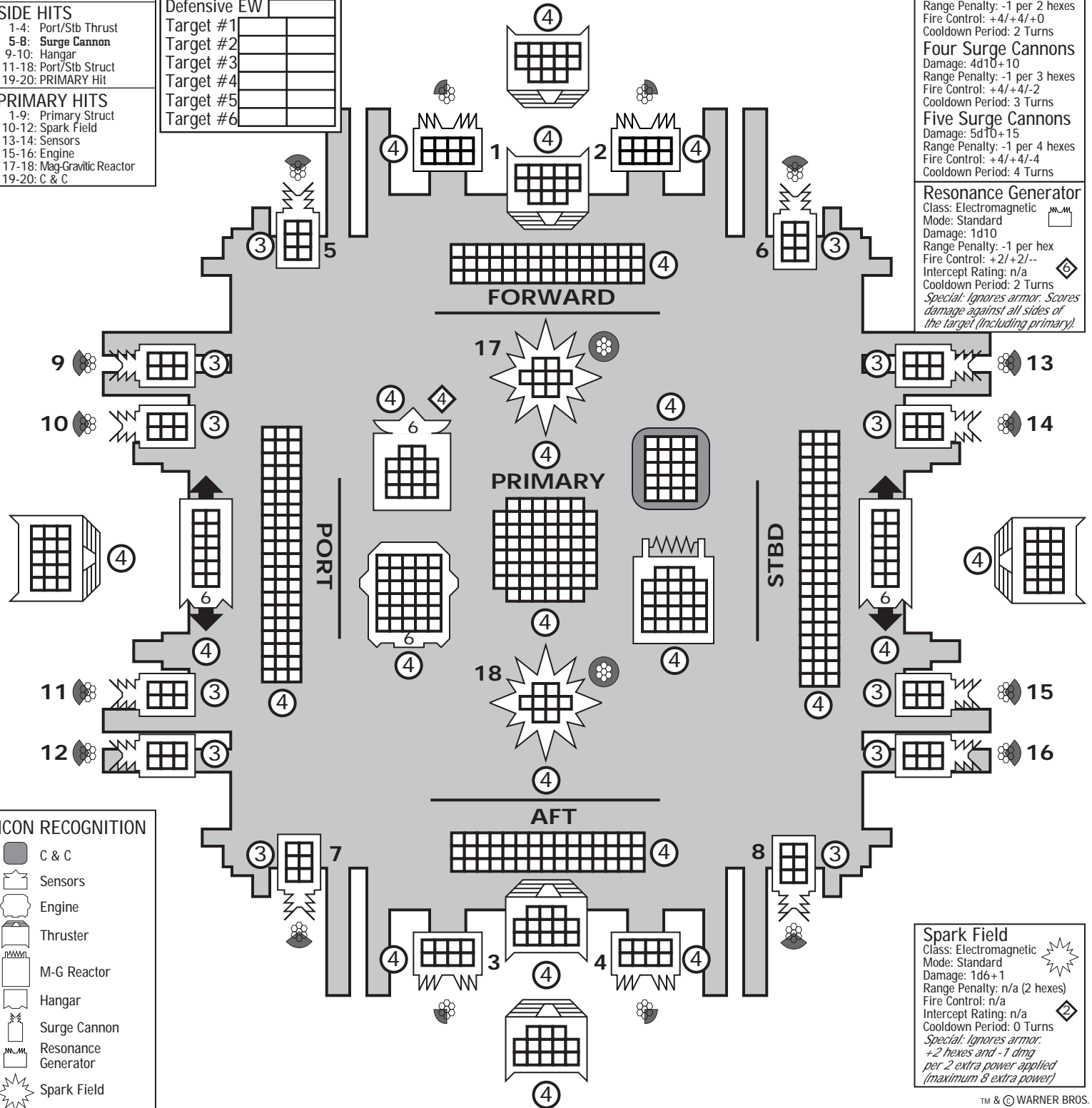
SPECIAL NOTES

Singularity Drive System

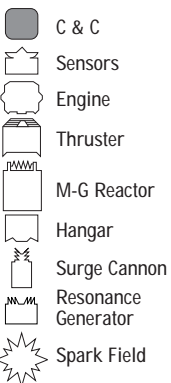
SENSOR DATA

Defensive EW

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



ICON RECOGNITION



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)*