

The Triad: Lesser Triumviron

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: Ancient	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 4800	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 360	Pivot Cost: 4+4 Thrust	Extra Power: +0
Jump Delay: 8 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +2
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA
Hyperplasma Cutter
Class: Plasma
Mode: R (15), S (3)
Dmg: 10d10 (-1 per 3 hexes)
Range Penalty: -1 per 3 hexes
Fire Control: +6/+6/+6
Intercept Rating: -1 per 1d10
Rate of Fire: 1 per turn
Alternate Fire: Can separate each d10 or a combination into separate shots. Can also combine fire with other cutters. All cutters must fire together and at the same target in order to use sustained mode.

FORWARD HITS
1-4: Retro Thrust
5-6: Trioptic Cutter
7-18: Forward Struct
19-20: PRIMARY Hit

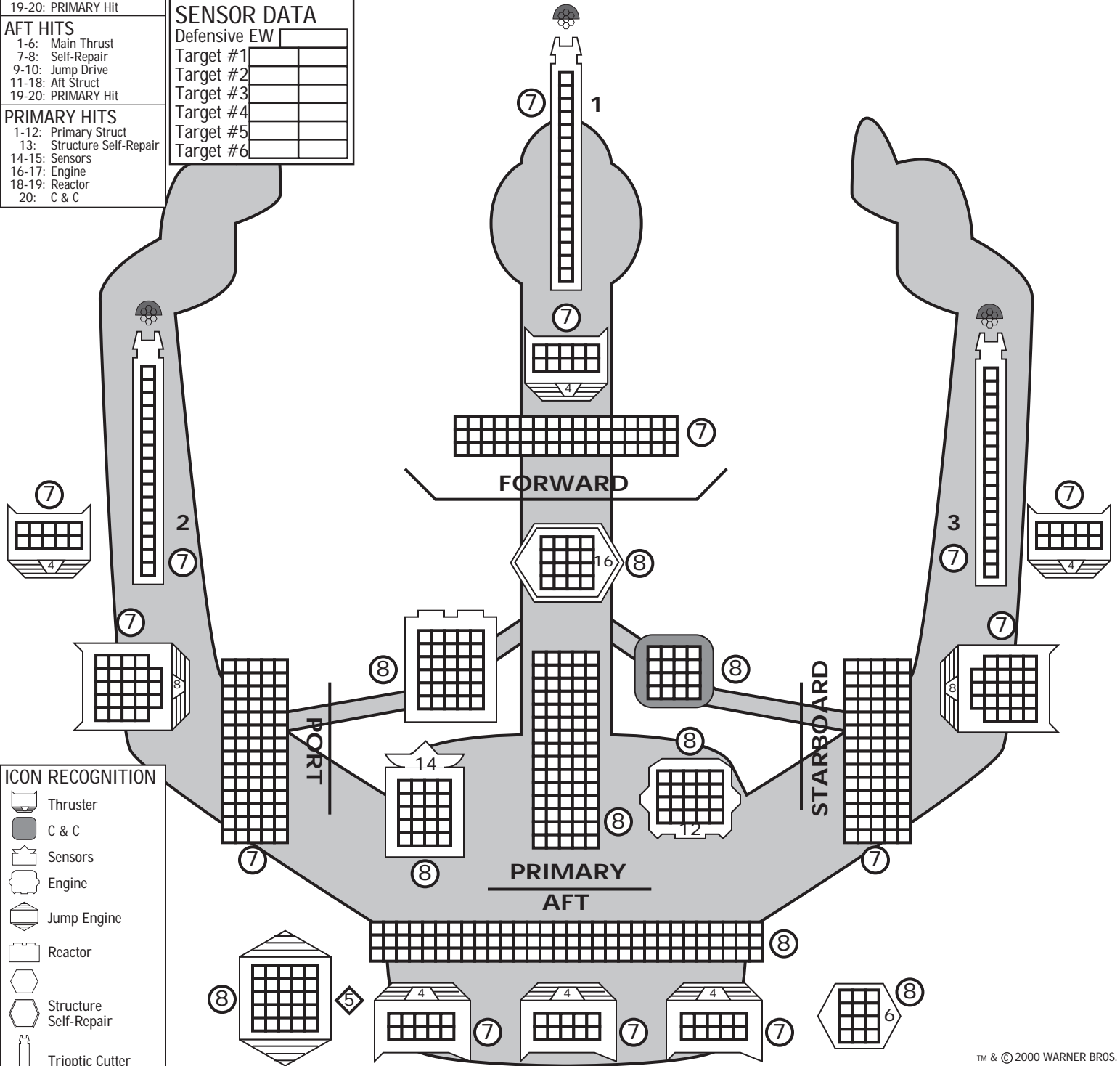
SIDE HITS
1-5: Port/Stb Thrust
6-7: Retro Thrust
8-9: Trioptic Cutter
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Self-Repair
9-10: Jump Drive
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-12: Primary Struct
13: Structure Self-Repair
14-15: Sensors
16-17: Engine
18-19: Reactor
20: C & C

SPECIAL NOTES
Gravitic Drive System
Advanced Sensors
Advanced Armor
Special Jump Drive
Triad Capital Ship
Jealous ELINT

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Structure Self-Repair
Trioptic Cutter