



Version 2: 2E/SF

Counter: \_\_\_\_\_



# The Triumviron

## SPECS

Class: Capital Ship  
In Service: Ancient  
Point Value: 5175  
Ramming Factor: 390  
Jump Delay: 8 Turns

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 16  
Engine Efficiency: 3/1  
Extra Power: +0  
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: Hyperplasma Cutter  
7-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-7: Retro Thrust  
8-9: Hyperplasma 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  
Unique Ship

## SENSOR DATA

Defensive EW

Target #1

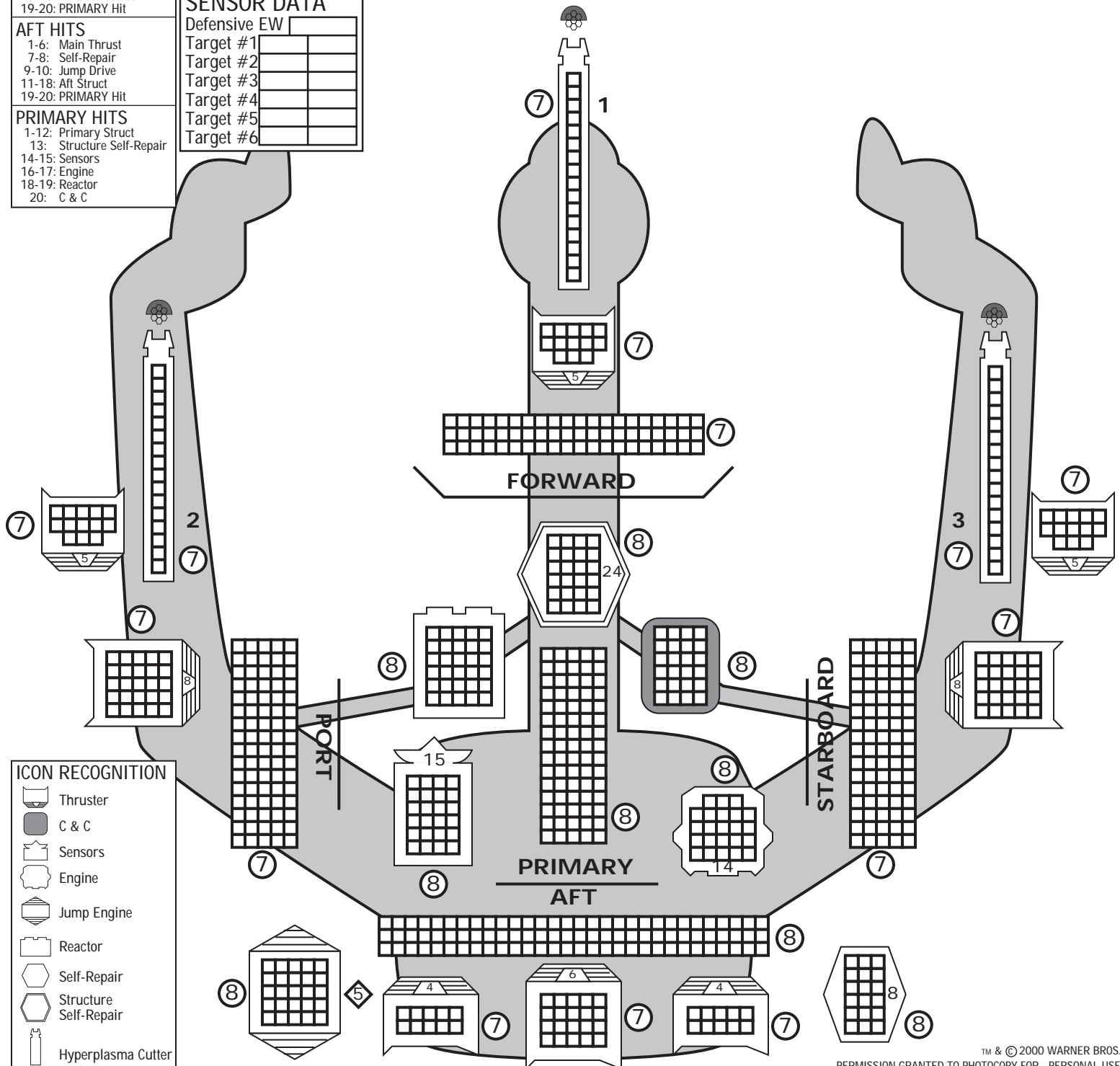
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Self-Repair
- Structure Self-Repair
- Hyperplasma Cutter