



EA Triton Advanced Monitor

SPECS

Class: Capital Ship
In Service: 2264
Point Value: 750
Ramming Factor: 220
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14 (10)
Sth/Port Defense: 15 (11)
Engine Efficiency: 3/1
Extra Power: 0
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

MAIN HANGAR

2 EA Shuttles

SIDE HANGARS

6 EA Fighters

WEAPON DATA

Intermediate Particle C.
Class: Particle
Modes: Raking
Damage: 4d10+35
Range Penalty: -1 per 3 hexes
Fire Control: +5/+4/+0
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Medium Laser Cannon

Class: Laser
Modes: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Pulse Cannon

Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Std. Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Interceptor Mk-II

Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+8
Fire Control: -/-/+8
Range Penalty: -2 per hex

FORWARD HITS

1-3: Retro Thruster
4-5: Particle Cannon
6-8: Med. Laser Cannon
9-11: Med. Pulse Cannon
12: Interceptor
13-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Sth Thruster
5-9: Std Particle Beam
10-11: Side Hangar
12-18: Port/Sth Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thruster
7-9: Med. Pulse Cannon
10: Interceptor
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Unreliable Ship:
Engine Fluctuations
Power Fluctuations
Sluggish
Vulnerable to Criticals

SENSOR DATA 8

Defensive EW

Target #1

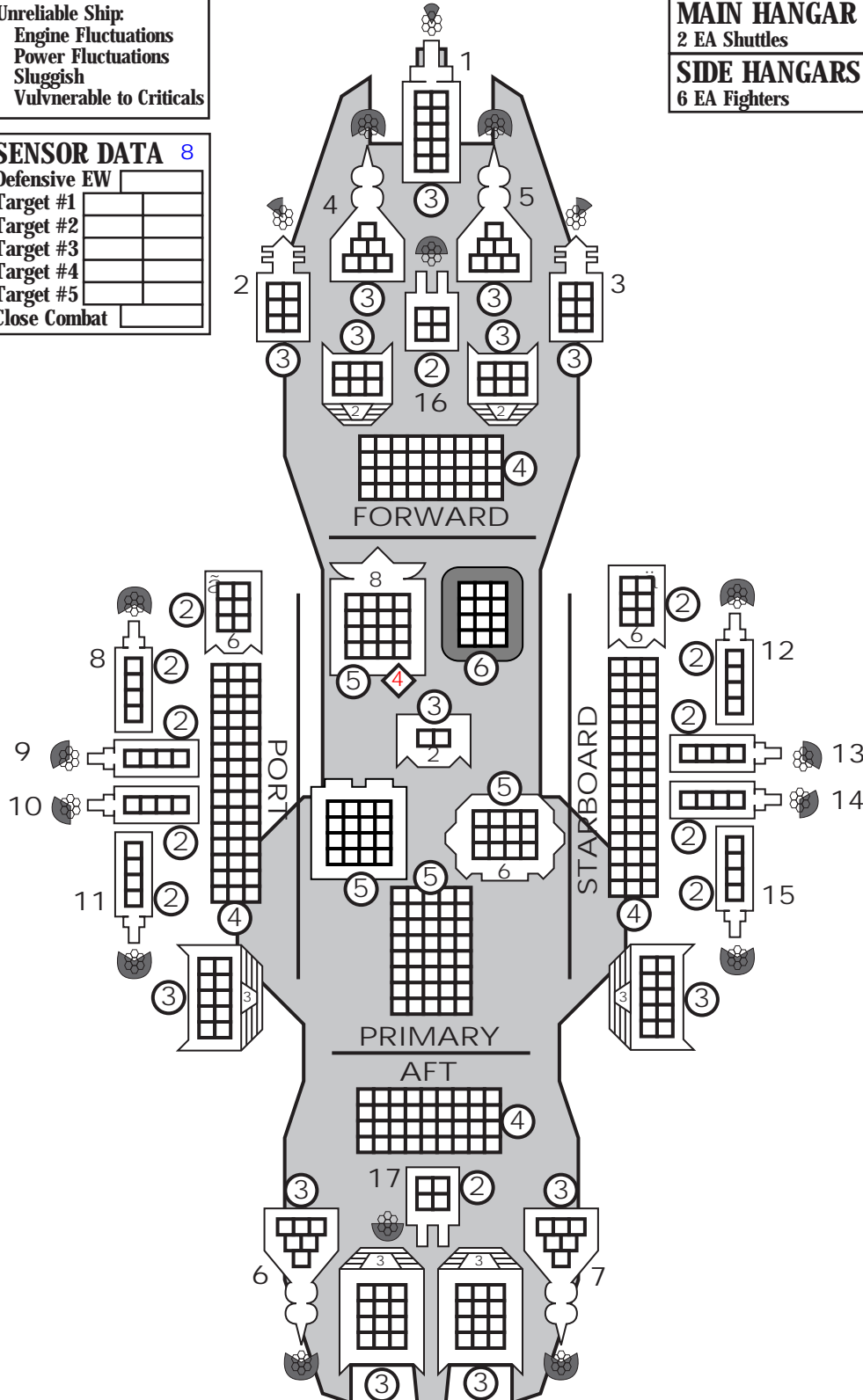
Target #2

Target #3

Target #4

Target #5

Close Combat



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo