



# Ship Datacard

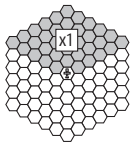
Wraith

SHIP NAME:

ID:   
 SQUADRON:

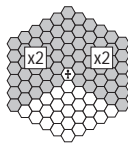
Class: Plasma  
Range: 6/12/18/24  
Fire Control: d12/d12/d6  
Damage: 6d10+2/4d10+2/  
2d10+2/d10+2  
Max Shots/Turn: 3x2

Fuser Array



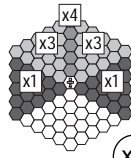
Class: Ballistic  
Range: 40  
Fire Control: d12/d12/d10  
Damage: 2d12  
Max Shots/Turn: 3

Triad Missile Rack



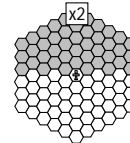
Class: Electromagnetic  
Range: 4/8/12/16  
Fire Control: d12/d12/d10  
Damage: 4d10 (special)  
Max Shots/Turn: 3

Neutron Burst



Class: Ballistic/Matter  
Range: 50  
Fire Control: na  
Damage: Special  
Max Shots/Turn: 2

Asteroid Salvo



CMD RATING: 12  
CMD COST: 5  
DEF RATING: 14  
ARMOR: 6/6/6  
SENSOR: 12  
AVAIL: Common

RACE: The Triad: Neutrality  
CLASS: Wraith  
CATEGORY : Capital  
YEAR IN SERVICE: Primordial  
JUMP DRIVE: YES  
POINT VALUE: 2100

NOTES:  
Gravitic Drive System  
Adv Sensors  
Adv Armor  
Triad Self Repair - 2  
Jealous Elint - 2

STRUCTURAL DATA

RATING/NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE																														
SENSORS																														
Triad Missile Rack																														
Asteroid Salvo																														
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MANEUVERING DATA

SPEED/RATING	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COME ABOUT																														
HARD TURN																														
COURSE CORRECT																														
TURN																														
MAX ACCEL																														
MAX DECEL																														

WARNER BROS. c 2000 PERMISSION TO PHOTOCOPY FOR PERSONAL USE IN THE GAME



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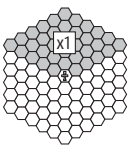
Wraith

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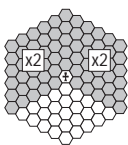
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Fuser Array



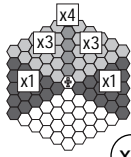
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Triad Missile Rack



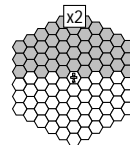
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