

# The Triad: Order: Angel

## SPECS

Class: Hvy Combat Vsl  
In Service: Primordial  
Point Value: 2850  
Ramming Factor: 225  
Jump Delay: 8 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14 (10)  
Stb/Port Defense: 15(11)  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +10

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	3	4	5	6	6	7	8	9	9

## WEAPON DATA

### Photonic Prism Beam

Class: Laser  
Modes: R(20)  
Damage: 4d10+15 (3 shots)  
Range Penalty: -2 per hex  
Fire Control: +0/+3/+8  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns  
Alternate Fire: May combine all three shots into a single volley.  
Modes: R(20)  
Damage: 8d10+15  
Range Penalty: -1 per hex  
Fire Control: +1/+4/+6  
Alternate Fire: Multiple Photonic Prism Beams from the same vessel may combine all of their shots into a single volley.  
Two Beams: Modes: R(15)  
Damage: 14d10+20  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+4/+3  
Three Beams: Modes: R(15)  
Damage: 20d10+30  
Range Penalty: -1 per 3 hexes  
Fire Control: +6/+5/+4

### Flare Generator

Generates a 4-point EM shield in all directions while active.  
Alternate Fire:  
Class: Electromagnetic  
Modes: Raking (20)  
Damage: 6d10+50  
Range Penalty: -1 per 4 hexes  
Fire Control: +7/+6/+4  
Intercept Rating: -6  
Rate of Fire: 1 per 2 turns  
Alternate Fire:  
Class: Ballistic (resolved EM)  
Modes: Flash  
Damage: 60/20/10  
Max Range: 0 hexes  
Fire Control: n/a  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns  
*Special: Generates a 4-point EM shield at range 1, a 6-point shield at range 2, and a 7-point shield at range 3+.*  
See rules.

## FORWARD HITS

1-6: Retro Thrust  
7-9: Photonic Prism Beam  
10-18: Forward Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Photonic Prism Beam  
9-10: Jump Drive  
11-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9-10: Port/Stb Thrust  
11: Flare Generator  
12: Self-Repair  
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

## 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
- Photonic Prism Beam
- Flare Generator

