

The Triad: Chaos: Demon

SPECS

Class: Capital Ship
In Service: Primordial
Point Value: 4550
Ramming Factor: 340
Jump Delay: 8 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 17
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	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Singularity Mine
Class: Ballistic (Gravitic)
Modes: Flash, CW/CCW
Damage:
Ramming Factor/(5xRange)
(Friendly vessels immune)
Maximum Range: 120 (launch),
10 (damage, from mine),
50 (effect, from mine)
Range Penalty: None
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Targeted on a hex, not a unit. Damage is scored during launch turn. Forms a (Hyperspace) Whirlpool at the beginning of the following turn. Lasts for 2 turns with all ranges halved on second turn. Must specify clockwise or counter-clockwise rotation when launched. Two opposite rotations cancel terrain effects. First One vessels suffer terrain damage as normal, young races take double damage. See rules.

Antimatter Wave

Class: Antimatter
Modes: Flash
Damage: 5X+10
Maximum X: 25
Range Penalty: -1 per 3
Fire Control: +5/+5/+5
Intercept Rating: n/a
Rate of Fire: 1 per turn

Antimatter Slicer

Class: Antimatter
Modes: R(20), P
Damage: 4X+20
Maximum X: none
Range Penalty: Special
Range 0-15: No penalty
Range 16-30: -1 per hex
Range 31+: -2 per hex
Fire Control: +5/+4/+0
Intercept Rating: -3
Rate of Fire: 1 per 2 turns

Plasma Driver

Class: Plasma
Mode: Pulse
Damage: 22 1d3 Times
(-1 per 2)
Max Pulses: 5
Grouping Range: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +3/+4/+6
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-4: Retro Thrust
5-6: Singularity Mine
7-8: Antimatter Wave
9-10: Antimatter Slicer
11: Plasma Driver
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
7-9: Plasma Driver
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
Agile Ship
Atmospheric Capable
Jealous ELINT Ship
Triad Capital 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
- Antimatter Wave
- Plasma Driver
- Antimatter Slicer
- Singularity Mine

