

The Triad: Order: Archangel

SPECS

Class: Capital Ship
In Service: Primordial
Point Value: 6400
Ramming Factor: 420
Jump Delay: 8 Turns

MANEUVERING

Turn Cost: 4/3 x 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: 16 (12)
Stb/Port Defense: 18 (14)
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	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

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
Four Beams: Modes: Raking
Damage: 24d10+35
Range Penalty: -1 per 5 hexes
Fire Control: +8/+6/+3

Neutron Burst

Class: Electromagnetic
Modes: Raking
Damage: 4d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +5/+5/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: -2 power if structure hit; deactivates power-using systems; +5 criticals to non-powered systems; forces dropout on fighters. Non-Interceptable. See rules.

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

1-4: Retro Thrust
5-7: Photonic Prism Beam
8-9: Neutron Burst
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
7-9: Photonic Prism Beam
10-18: Port/Stb 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

1-10: Primary Struct
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
Triad Capital Ship
ELINT 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
- Photonic Prism Beam
- Neutron Burst
- Flare Generator

