

The Triad: Order: Seraph

SPECS

Class: Medium Ship
In Service: Primordial
Point Value: 900
Ramming Factor: 80
Jump Delay: 10 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13 (9)
Stb/Port Defense: 13 (9)
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +14

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

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

Flare Shielding

Generates a 4-point
EM shield in
all directions
while active.



FORWARD HITS

1-4: Retro Thrust
5-7: Photonic Prism Beam
8-18: Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Jump Drive
9-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Port/Stb Thrust
10: Flare Shielding
11: Self-Repair
12-13: 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

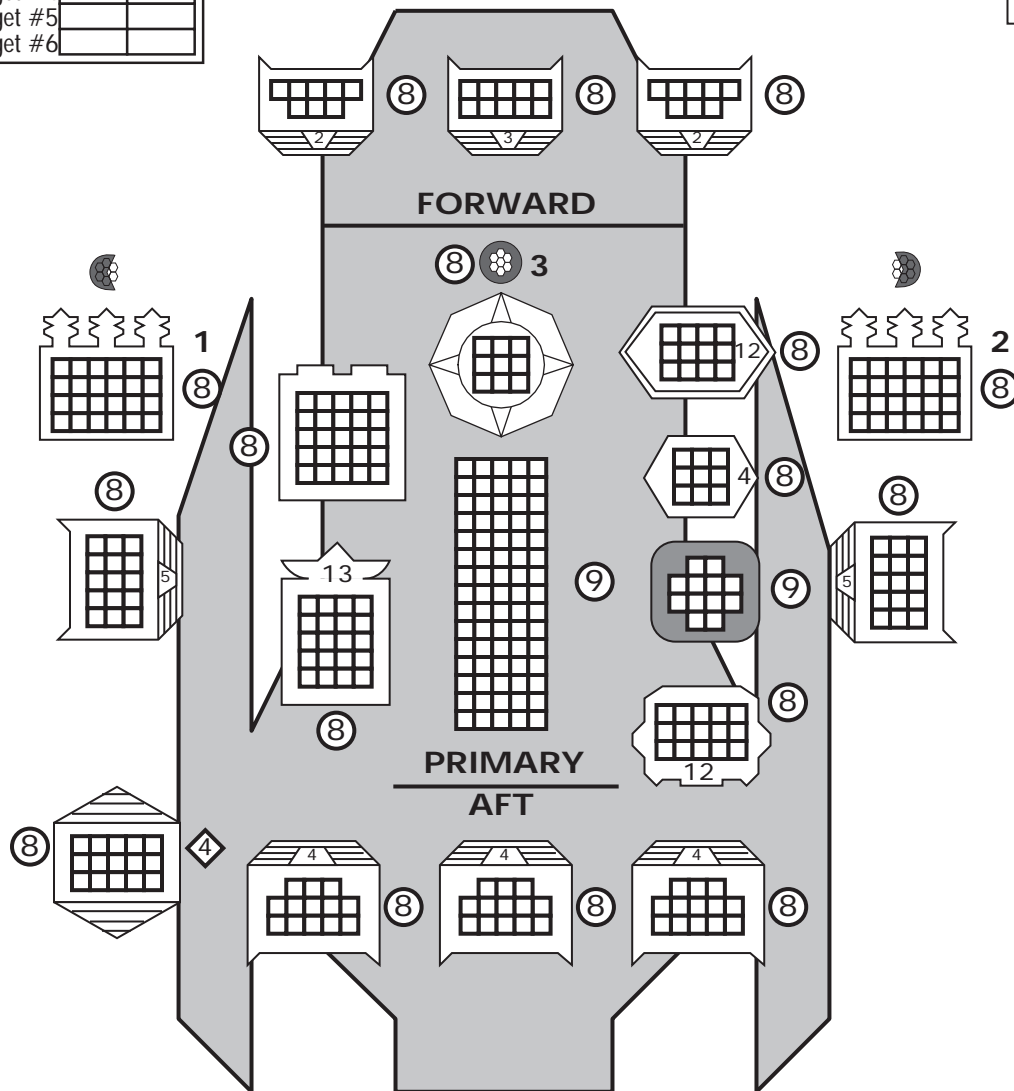
Target #2

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 Shielding