

The Triad: Neutrality: Specter

SPECS

Class: Medium Ship
In Service: Primordial
Point Value: 1700
Ramming Factor: 70
Jump Delay: 10 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 13
Engine Efficiency: 4/1
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	1	2	2	2	3	3	3	4	4	4

WEAPON DATA

Hyperplasma Stream
Class: Plasma
Modes: Raking (20)
Damage: 8d10+16 (-1 per 2)
Range Penalty: -1 per 3 hexes
Fire Control: +5/+2/+0
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Each sub-volley is mitigated by armor, and each full sub-volley which strikes a system degrades armor there by 4 points permanently.

Advanced Particle

Blast Gun
Class: Particle
Modes: Standard
Damage: 2d10+15
Range Penalty: -1 per 3 hexes
Fire Control: +5/+3/+2
Intercept Rating: -4
Rate of Fire: 2 per turn

FORWARD HITS

1-4: Retro Thrust
5-7: Hyperplasma Stream
8-9: Adv. P. Blast Gun #2 or 3
10-18: Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Self-Repair
10-11: Adv. P. Blast Gun #4 or 5
12-13: Jump Engine
14-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-11: Port/Stb Thrust
12: Structure Self-Repair
13-14: Sensors
15-16: Engine
17: Adv. Particle Blast Gun
18-19: Reactor
20: C & C

SPECIAL NOTES

Gravitic Drive System
Advanced Sensors
Advanced Armor
Special Jump Drive
Agile 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
- Hyperplasma Stream
- Advanced Particle Blast Gun

