

The Triad: Chaos: Imp

SPECS

Class: Medium Fighter
In Service: Primordial
Point Value: 175
Ramming Factor: 31
Jinking Limit: 8 Levels

SPECIAL NOTES

Gravitic Drive.
Advanced Armor.
Advanced Sensors.
Atmospheric Capable.
One shot is fired per flight per turn.

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

ARMOR



COMBAT STATS

Fwd/Aft Defense: 7
Stb/Port Defense: 7
Free Thrust: 15
Offensive Bonus: +6
Initiative Bonus: +20

WEAPON DATA

Hyperplasma Matrix
(combined fire)
Number of Guns: 1 per flight
Class: Plasma
Mode: Flash
Damage: 2d6+12 (+2d6 per additional fighter) (-1 per hex)
Range Penalty: -1 per hex
Fire Control: n/a
Rate of Fire: 1 per turn
Special: Fighter does not take collateral damage from own weapon.

Flight #1

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out Ftr Destroyed

Initiative Speed Thrust Used Jinking Notes

Flight #2

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out Ftr Destroyed

Initiative Speed Thrust Used Jinking Notes

Flight #3

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out Ftr Destroyed

Initiative Speed Thrust Used Jinking Notes

Flight #4

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out Ftr Destroyed

Initiative Speed Thrust Used Jinking Notes

Flight #5

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out Ftr Destroyed

Initiative Speed Thrust Used Jinking Notes

Flight #6

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out Ftr Destroyed

Initiative Speed Thrust Used Jinking Notes

Flight #7

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out Ftr Destroyed

Initiative Speed Thrust Used Jinking Notes

Flight #8

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out Ftr Destroyed

Initiative Speed Thrust Used Jinking Notes