

The Triad: Neutrality: Banshee

SPECS

Class: Hvy Combat Vsl
In Service: Primordial
Point Value: 3000
Ramming Factor: 185
Jump Delay: 10 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 13
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +8

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

WEAPON DATA

Triad Missile Rack

Class: Ballistic
Missiles: 5
Range Penalty: None (x2)
Fire Control: +5/+5/+3
Rate of Fire: 1 per turn
Special: If 6 power applied, the rack does not use up a missile. See rules.

Asteroid Salvo

Class: Matter (resolved as Ballistic)
Mode: Standard
Damage: 50/20/10
Range Penalty: None
Max. Range: 50 hexes
Fire Control: n/a
Rate of Fire: 1 per 2 turns
Special: Targeted on a hex, not a unit. First damage is scored on all units in the hex, second is scored on all units in 1 hex surrounding target hex, third is scored on all units two hexes from target hex. Produces an asteroid in hex, meteor swarms in surrounding hexes, and dust clouds in 2-hex radius for remainder of scenario. First One vessels suffer terrain damage normally, young races take double damage. See rules.

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: Forward Triad Missile Rack
- 8: Port/Stb Triad Missile Rack
- 9-10: Asteroid Salvo
- 11-12: Adv. Particle Blast Gun
- 13-18: Forward Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7: Self-Repair
- 8-9: Aft Triad Missile Rack
- 10: Port/Stb Triad Missile Rack
- 11: Adv. Particle Blast Gun
- 12-13: Jump Engine
- 14-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

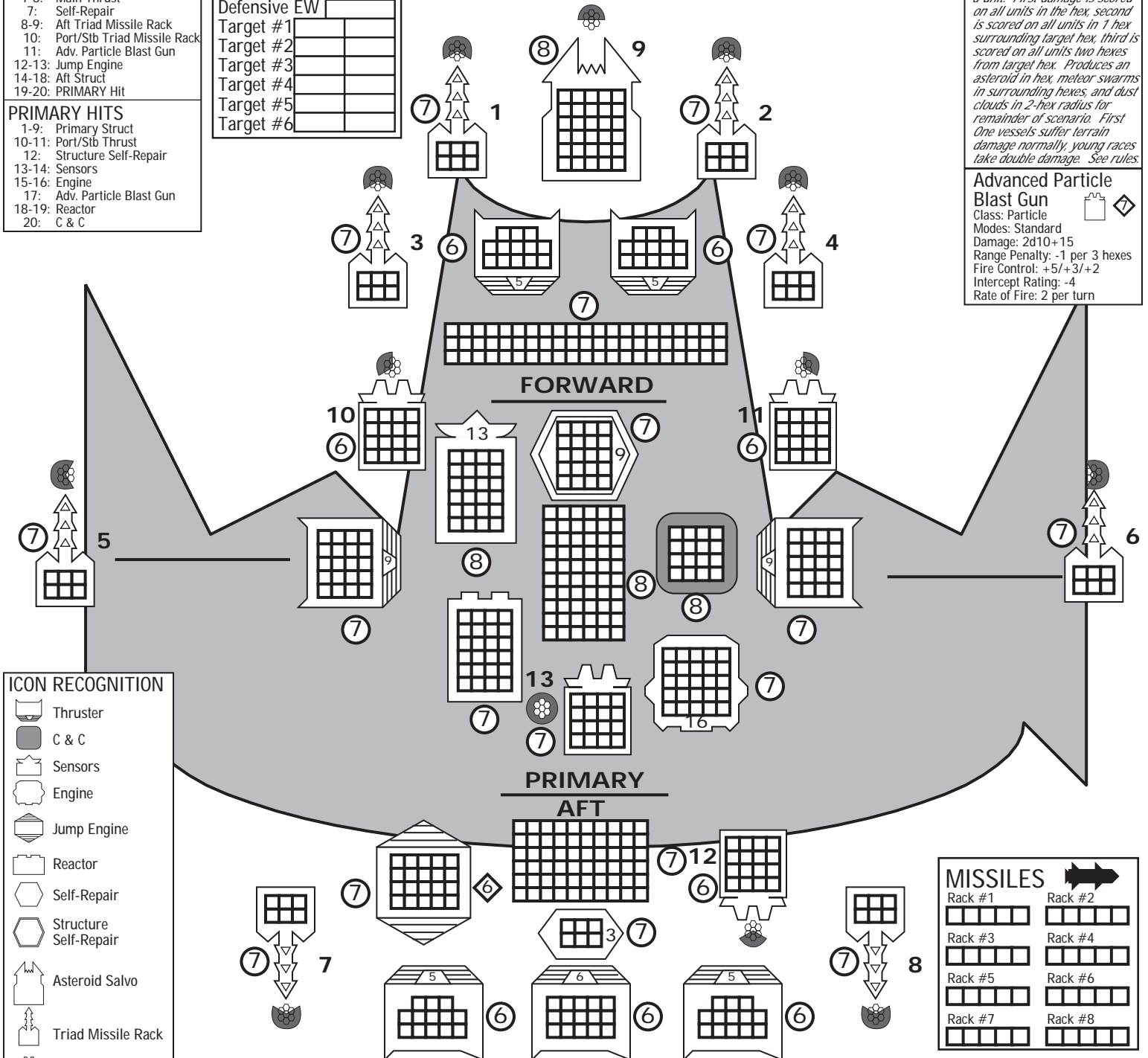
- 1-9: Primary Struct
- 10-11: Port/Stb Thrust
- 12: Structure Self-Repair
- 13-14: Sensors
- 15-16: Engine
- 17: Adv. Particle Blast Gun
- 18-19: Reactor
- 20: C & C

SPECIAL NOTES

Gravitic Drive System
Advanced Sensors
Advanced Armor
Special Jump Drive

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
- Asteroid Salvo
- Triad Missile Rack
- Advanced Particle Blast Gun

MISSILES

Rack #1	Rack #2
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
Rack #3	Rack #4
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
Rack #5	Rack #6
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
Rack #7	Rack #8
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