

# The Triad: Neutrality: Wraith

## SPECS

Class: Capital Ship  
In Service: Primordial  
Point Value: 4300  
Ramming Factor: 360  
Jump Delay: 8 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 17  
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	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

## WEAPON DATA

**Fuser Array**  
Class: Plasma  
Modes: Flash  
Damage: 6d10+26 (-2 per 3)  
Range Penalty: -1 per 3 hexes  
Fire Control: +5/+4/+0  
Intercept Rating: n/a  
Rate of Fire: 2 per turn

**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.*

**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.*

## FORWARD HITS

1-6: Retro Thrust  
7-9: Fuser Array  
10-11: Neutron Burst  
12-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-6: Triad Missile Rack  
7-9: Asteroid Salvo  
10: Neutron Burst  
11-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Self-Repair  
9-10: Jump Drive  
11-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-12: Primary Struct  
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  
Jealous ELINT Ship  
Triad Capital Ship

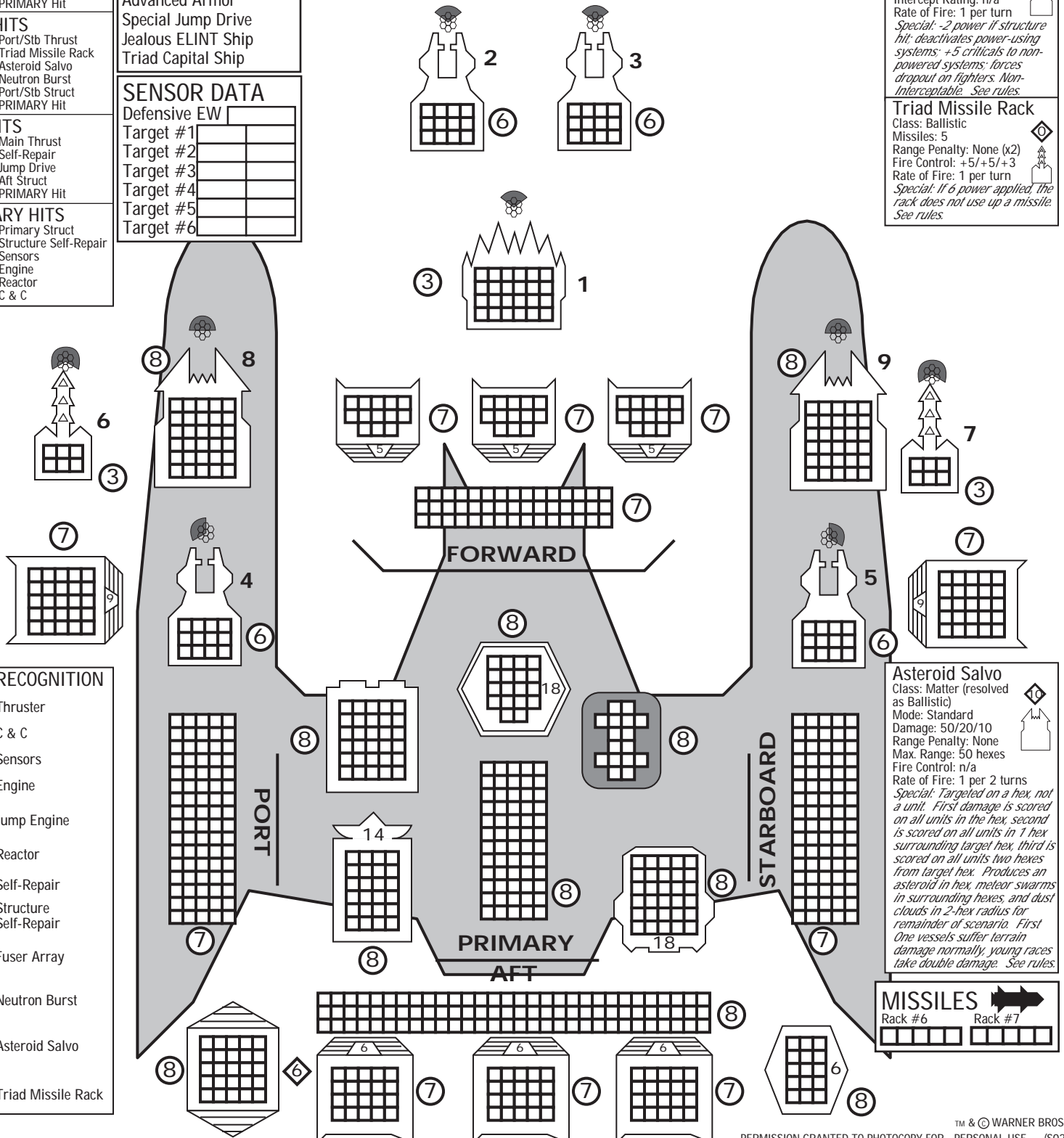
## SENSOR DATA

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
- Fuser Array
- Neutron Burst
- Asteroid Salvo
- Triad Missile Rack



**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.*

**MISSILES**  
Rack #6  
Rack #7