Ancients - Ancient

The Triumviron

Service date Until 2261
Hull 6
Turns 2/45°
Craft
Special Advanced Jump Point
Flight Computer
Self-Repair 4d6

WEAPON NAME	RANGE	AD	SPECIAL
Boresight			
Forward			
Hyperplasma Cutter	25	6	B/P/SAP/TD
Hyperplasma Cutter	25	6	B/P/SAP/TD
Hyperplasma Cutter	25	6	B/P/SAP/TD
Port			
Starboard			
Aft			
Boresight (Aft)			
Turret			

Hyperplasma Cutters: For each Hyperplasma Cutter that attacks the same target in a turn, add 2AD.
Hyperspace Mastery: Same as Shadows.

Name / Crew Quality

Speed / Troops

8	8	8

Hull Damage

5 10	5 10	5 10
15 20	15 20	15 20
25 30	25 30	25 30
35 40	35 40	35 40
45 50	45 50	45 50
55 60	55 60	55 60
65 70	65 70	65 70
75 80	75 80	75 80
85 90	85 90	85 90
95 100	95 100	95 100
105 110	105 110	105 110
115 120	115 120	115 120
125 130	125 130	125 130
135 140	135 140	135 140
145 150	145 150	145 150

Crippled: Turns reduced, half speed, only 1 weapon system per arc may be fired, lose Command, lose Fleet Carrier, lose interceptors, 50% to lose each other special trait

Crew Casualties

Skeleton Crew: No special orders allowed, lose Command, lose Fleet Carrier, only 1 weapon system per turn may be fired, all DC checks at -2

CRITICAL HITS

1-2	ENGINE CRITICALS	Dam.	Crew	Effect
1-2	POWER RELAYS DESTROYED	+0	+0	-1 SPEED
3-4	THRUSTERS DAMAGED	+1	+0	-2 SPEED
5	FUEL SYSTEM RUPTURED	+2	+1	-4 SPEED
6	ENGINES DISABLED	+3	+1	0 SPEED, NO SPECIAL ACTIONS
3	REACTOR CRITICALS	Dam.	Crew	Effect
1-3	CAPACITORS DAMAGED	+0	+1	-2 SPEED
4-5	REACTOR GAS LEAK	+0	+3	NO SPECIAL ACTIONS
6	REACTOR EXPLOSION	+3	+4	0 SPEED, NO SPECIAL ACTIONS
4	WEAPON CRITICALS	Dam.	Crew	Effect
1-3	TARGETING SYSTEM DAMAGED	+0	+1	ALL WEAPONS LOSE 1AD
4	POWER FLUCTUATIONS	+0	+0	ALL WEAPONS NEED 4+ TO FIRE
5	WEAPONS OFFLINE	+2	+2	NO FIRING 1 RANDOM ARC
6	CATASTROPHIC AMMO EXPLOSION	+3	+4	NO WEAPONS MAY FIRE
5	CREW CRITICALS	Dam.	Crew	Effect
1-2	FIRE	+0	+2	-
3-4	MULTIPLE FIRES	+0	+3	-
5	LOCALIZED DECOMPRESSION	+1	+3	-
6	HULL BREACH	+2	+4	-
6	VITAL SYSTEMS CRITICALS	Dam.	Crew	Effect
1	BRIDGE HIT	+0	+1	NO SPECIAL ACTIONS
2	ENGINEERING	+4	+3	NO DAMAGE CONTROL
3	WEAPONS CONTROL	+4	+4	NO FIRING 1 RANDOM ARC
4	SECONDARY EXPLOSIONS	+1D6	+1D6	-
5	REACTOR IMPLOSION	+2D6	+4D6	-
6	CATASTROPHIC EXPLOSION	4D6	+2D6	-

VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL

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