



Terran Triton Class Freighter

SPECS

Class: Medium Ship
In Service: 2350
Point Value: 90
Ramming Factor: 50
Jump Delay: 26 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 14
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +6

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

WEAPON DATA

Flak Turret

Class: Particle
Mode: Pulse (Raking vs Ships)
Damage: 1d6
Maximum Pulses: 5
Pulse Grouping: +1 per 1
Range Penalty: -1 per hex
Fire Control: +0/+0/+3
Intercept Rating: -3 vs Ballistic
Rate of Fire: 1 per turn
Special: Does not breach fighter shields

Subach HL-7 Turret

Class: Particle
Mode: Standard
Damage: 1d5+3
Range Penalty: -2 per hex
Fire Control: +2/+2/+3
Intercept Rating: -3
(vs Slow Ballistic Only)
Rate of Fire: 1 per turn



FORWARD HITS

1-4: Retro Thrust
5-6: Sensors
7-12: Cargo Pod
13-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

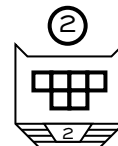
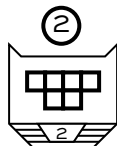
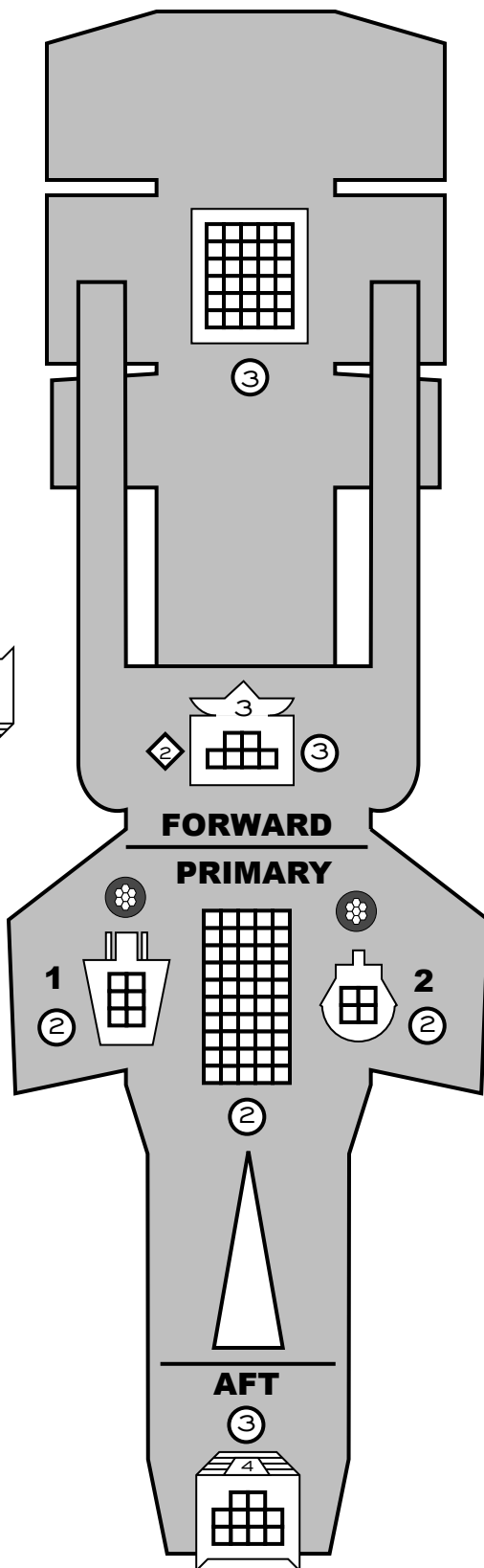
1-6: Port/Stb Thrust
7-9: Cargo Pod
10-11: Subach HL-7 Turret
12-13: Flak Turret
14-15: Jump Drive
16-17: Engine
18-19: Reactor
20: C&C

SPECIAL NOTES

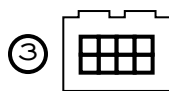
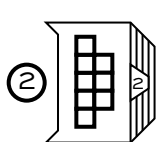
Limited Sensors
Subspace Drive
Ship is treated as HCV for targeting purposes.

SENSOR DATA

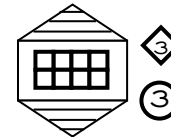
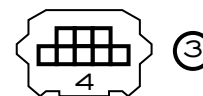
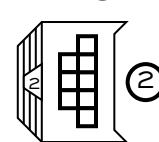
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



PORT



STARBOARD



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- Cargo