Trident

ID: ■

BPV 148

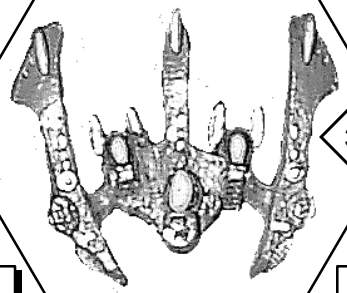
Pilot (F)
Megabolt Projector
To hit: 2d6+ ____
Damage: 16/13/10
Range: 8-12/16/22
Target SR <=9

Pilot (F)
Meld Laser
To hit: 2d8+ ___
Damage: Med
Range: 6/18/20
Target SR <=12

Crew
Pilot
PLT ____
GNR ____
LK ____
Gunners
Gnr A ____
Gnr B ____

Mk. 10

Defensive Value 12



3

Drive 12

Mk. 30

Gunner A
(F) (FQL)
3 pulse Lasers
2d8+2+ ____
Dam: Low +2
Rng: 3/9/10

Pt. Def. 4 (1-6)
Dam con: 1-6
Decoys: 3
Tons: 1000

Gunner B
(F) (FQR)
3 pulse Lasers
2d8+2+ ____
Dam: Low +2
Rng: 3/9/10

Gunner A (F)
Protobolt Projector
To hit: 2d6+ ____
Damage: 10/8/6
Range: 5-8/12/16
Target SR <=14

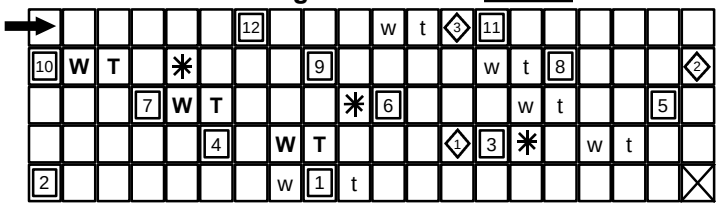
Gunner B (F)
Protobolt Projector
To hit: 2d6+ ____
Damage: 10/8/6
Range: 5-8/12/16
Target SR <=14

Gunner A
Missile Launcher (360 º)
Lock-on: <____

Gunner B
Missile Launcher (360 º)
Lock-on: <____

Damage Track

Tight Turn Cost: ___+3



Trident

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Range: 8-12/16/22
Target SR <=9

Pilot (F)
Meld Laser
To hit: 2d8+ ___
Damage: Med
Range: 6/18/20
Target SR <=12

Crew
Pilot
PLT ____
GNR ____
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Gunners
Gnr A ____
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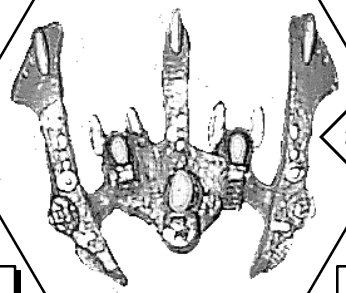
Mk. 10

Defensive Value 12



3

Drive 12

Mk. 30

Gunner A
(F) (FQL)
3 pulse Lasers
2d8+2+ ____
Dam: Low +2
Rng: 3/9/10

Pt. Def. 4 (1-6)
Dam con: 1-6
Decoys: 3
Tons: 1000

Gunner B
(F) (FQR)
3 pulse Lasers
2d8+2+ ____
Dam: Low +2
Rng: 3/9/10

Gunner A (F)
Protobolt Projector
To hit: 2d6+ ____
Damage: 10/8/6
Range: 5-8/12/16
Target SR <=14

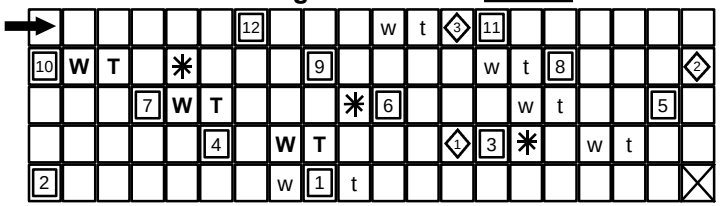
Gunner B (F)
Protobolt Projector
To hit: 2d6+ ____
Damage: 10/8/6
Range: 5-8/12/16
Target SR <=14

Gunner A
Missile Launcher (360 º)
Lock-on: <____

Gunner B
Missile Launcher (360 º)
Lock-on: <____

Damage Track

Tight Turn Cost: ___+3



Critical Hits

2- Pilot Dazed until after next turn. DV drops to 5, no movement or pilot gunnery possible.

3- Engines Sputter. Drive reduced to 3 until after next turn.

4- EW Knocked Out. Trident may no longer jam torps. Reduce DV by 3.

5- Maneuver Thrusters Damaged. All turns, inc. tight turns, cost +1.

6- Shields Damaged. Reduce DV by 1.

7- Pilot's Megabolter Hit. Lose 1/2 remaining ammo, round down.

8- Torp Targeting Offline. No launching until after next turn.

9- Left Hull Buckles. Gunner A loses 1/2 remaining protobolt ammo, round down. Reduce DV by 3.

10- Right Hull Buckles. Gunner B loses 1/2 remaining protobolt ammo, round down. Reduce DV by 3.

11- Random Gunner Dazed until after next turn. No gunnery possible.

12- Massive Structural Collapse. Trident breaks into three flaming projectiles, which explode in colorful fireworks.

Created by **Richard Dufault** of the ICE Crown Guard group Red Shirts and Jim Bell, from Ottawa, Ontario. Questions, or comments, Email dufari@edc-see.ca