



Version 1: 2E/GM

Name: _____ Counter: _____



Thirdspace Attack Craft (Nucleid Model)

SPECS

Class: Lt Combat Vsl
In Service: Ancient
Point Value: 550
Ramming Factor: 30
Jump Delay: 8 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 10
Stb/Port Defense: 11
Engine Efficiency: 4/1
Available Power: 24
Initiative Bonus: +14

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

WEAPON DATA

Light Nucleid Burner
Class: Molecular
Modes: R (12), P
Damage: 2d10+20
Range Penalty: -1 per 2 hexes
Fire Control: +6/+4/+2
Intercept Rating: n/a
Cooldown Period: 0 Turns
Special: Treats armor as if it were two points lower. May fire up to three shots per turn. Each shot costs six power. If more than one shot is taken, requires a 1 turn cooldown.

HIT LOCATIONS

1-8: Structure
9-10: Jump Engine
11-12: Lt Nucleid Burner
13: Self Repair
14: Shield Projector
15: Shield Stabilizer
16-17: Drive
18-19: Mag-Gravitic Reactor
20: Control

SPECIAL NOTES

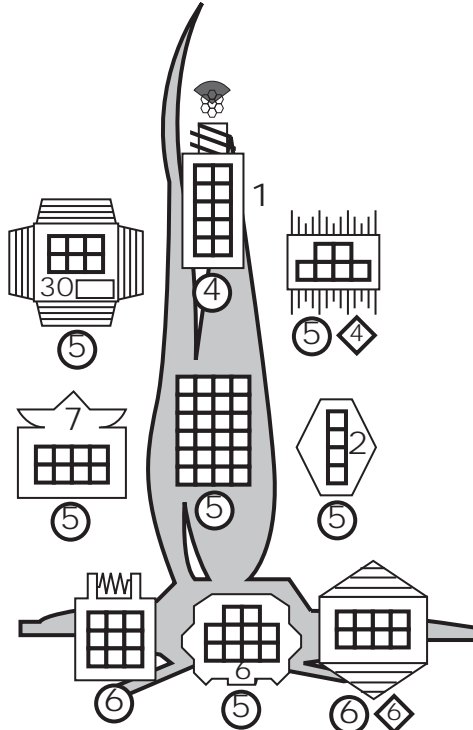
Agile Ship
Atmospheric Capable
Singularity Drive System
No LCV EW Restrictions

SHIELD DATA

Shield Rating: 30
Shield Efficiency: 1/1
Stabilization: 4/7/9

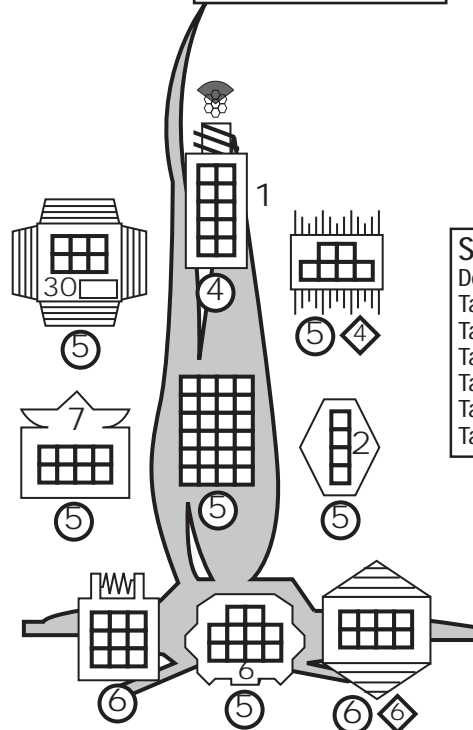
SENSOR DATA

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



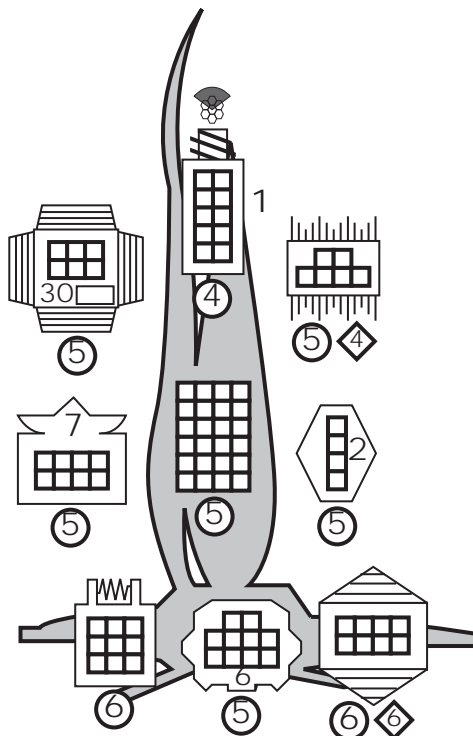
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Defensive EW	
Target #1	
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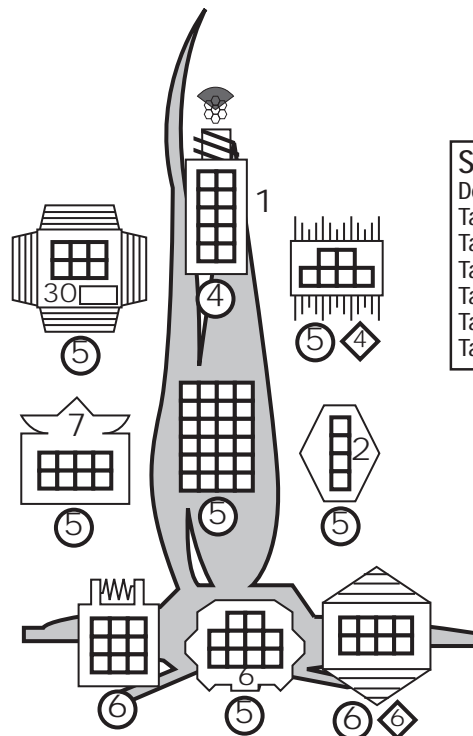
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Defensive EW	
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Target #6	



ICON RECOGNITION

- Control
- Drive
- Mag-Gravitic Reactor
- Jump Engine
- Self-Repair
- Sphere Shield Projector
- Shield Stabilizer
- Light Nucleid Burner