



Version 1: 2E/GM

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Thirdspace Attack Craft (Blossom 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	2	3	3	3	3

## WEAPON DATA

**Fire Blossom**   
Class: Plasma  
Modes: Standard  
Damage: 2X+7  
Max X: 10  
Range Penalty: Special  
Range 0-5: No penalty  
Range 6+: -1 per 2 hexes  
Fire Control: +6/+3/+0  
Intercept Rating: n/a  
Cooldown Period: 0 Turns  
Special: May fire up to three shots per turn. Each shot costs 6 points of power.

## HIT LOCATIONS

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

## SPECIAL NOTES

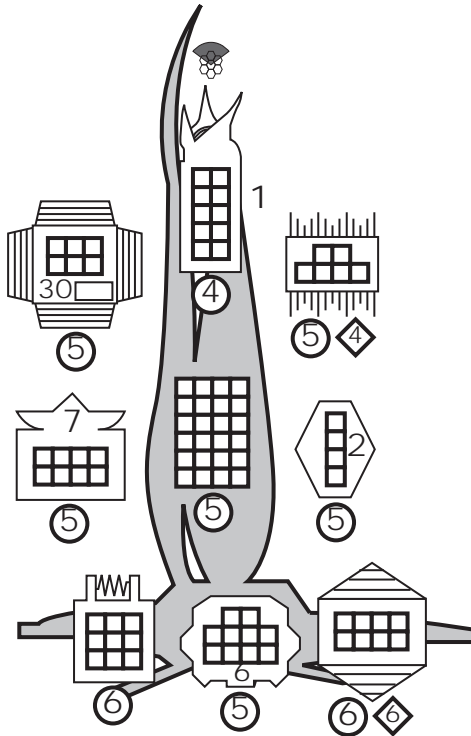
Agile Ship  
Atmospheric Capable  
Singularity Drive System  
No LCV EW Restrictions

## 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	

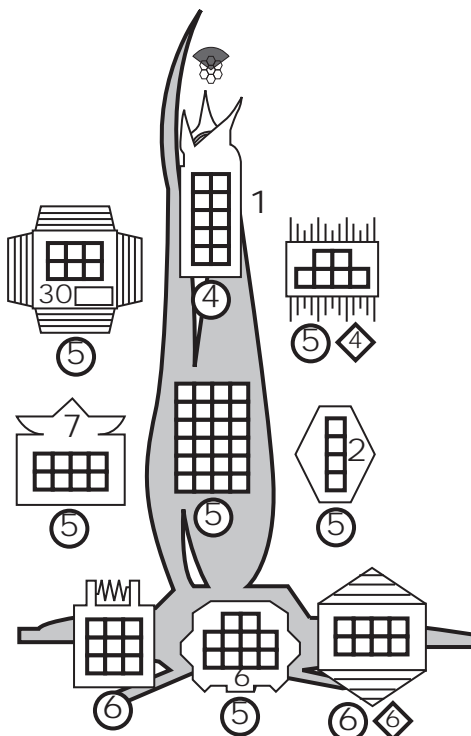


## SENSOR DATA

Defensive EW	
Target #1	
Target #2	
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## SENSOR DATA









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



## SENSOR DATA

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

## ICON RECOGNITION

-  Control
-  Drive
-  Mag-Gravitic Reactor
-  Jump Engine
-  Self-Repair
-  Sphere Shield Projector
-  Shield Stabilizer
-  Fire Blossom