



Version 1: 2E/GM

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



# Thirdspace Attack Craft

## SPECS

Class: Lt Combat Vsl  
In Service: Ancient  
Point Value: 325  
Ramming Factor: 35  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 8  
Stb/Port Defense: 10  
Engine Efficiency: 1/1  
Extra Power: +12  
Initiative Bonus: +16

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

## HIT LOCATIONS

1-10: Structure  
11-12: Plasma Blast  
13-15: Energy Shield  
16-18: Singularity Drive  
19-20: Control

## SPECIAL NOTES

Agile Ship  
Atmospheric Capable  
Adv. Singularity Drive  
No LCV EW Restrictions

## WEAPON DATA

### Plasma Blast

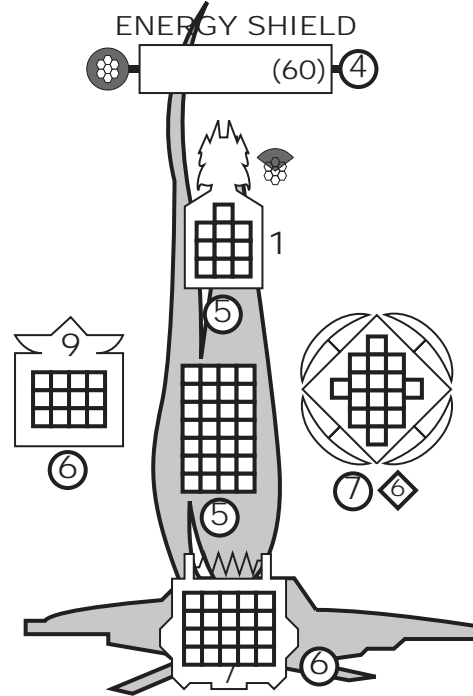
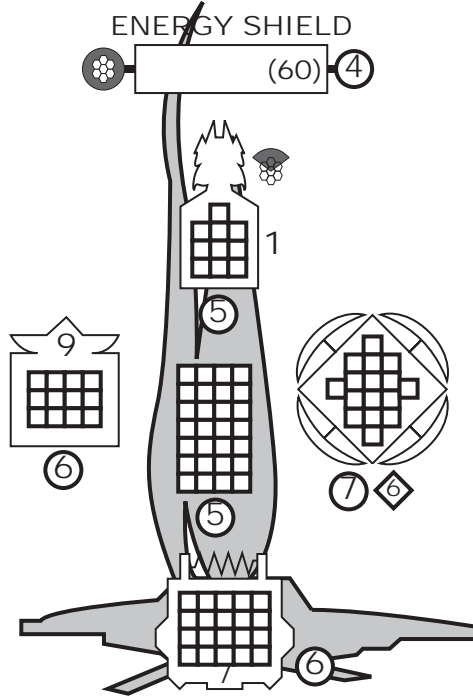
Class: Plasma  
Modes: Flash (No Splash)  
Damage: 3d10+2  
+4 power: 4d10+3  
+8 power: 5d10+4  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+4/+0  
Intercept Rating: -4  
Rate of Fire: 1 per turn

## Energy Shield

Absorbs a number of points of damage equal to the number in the shield box from the direction indicated (less shield armor). A given direction's shields can be voluntarily lowered to increase those on another side. Shields are replenished by applying additional power, at a rate of 1 power per 2 damage capacity restored. See rules.

## SENSOR DATA

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

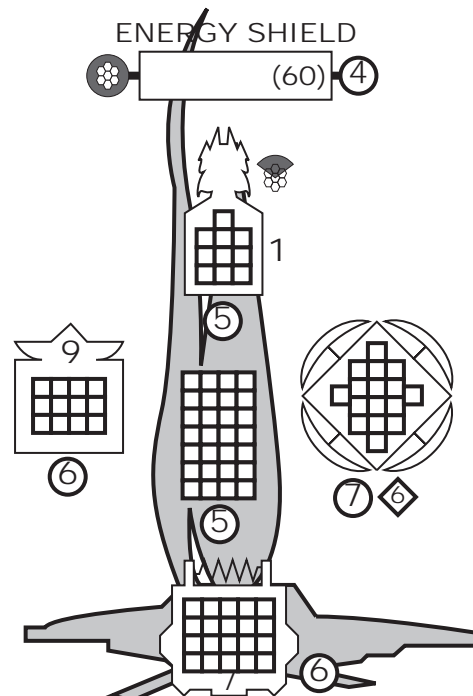
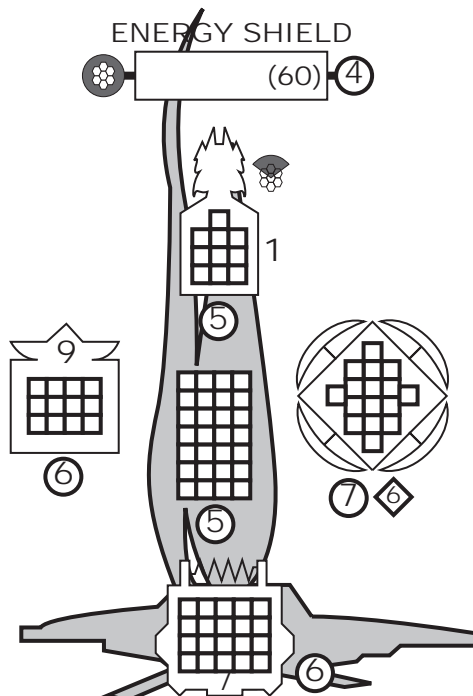


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## ICON RECOGNITION

- Control
- Singularity Drive
- Energy Shield
- Plasma Blast