



Thirdspace Minion Attack Ships (4)

SPECS

Class: Lt Combat Vsl
In Service: Ancient
Point Value: 400
Ramming Factor: 30
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/4 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +15

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

WEAPON DATA

Trioptic Pulsar
Class: Particle
Mode: Standard
Damage: 2d10 3 Times
Range Penalty: -1 per 2 hexes
Fire Control: +2/+3/+4
Intercept Rating: -3
Rate of Fire: 1 per turn

Graviton Shield
Deflects a number of points of damage equal to its number of boxes from each direction. A given direction's shields can be voluntarily lowered to increase those on another side. Regenerates by value listed in shield generator icon each turn.

HIT LOCATIONS

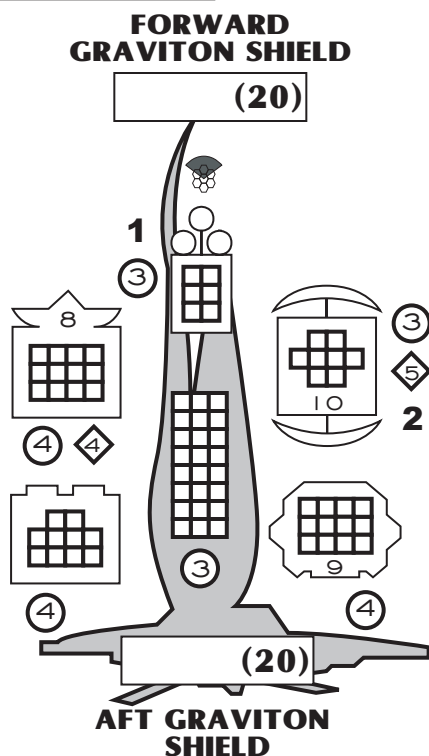
1-9: Structure
10-12: Trioptic Pulsar
13-14: Shield Generator
15-17: Drive
18-19: Reactor
20: Control

SPECIAL NOTES

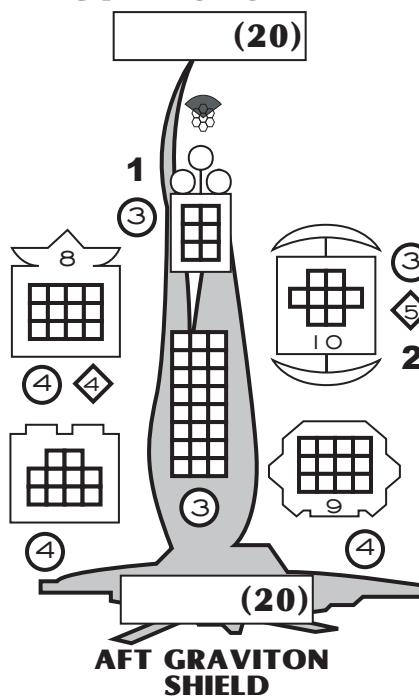
Agile Ships
Atmospheric Capable
Advanced Armor
Advanced Sensors

SENSOR DATA

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



FORWARD GRAVITON SHIELD

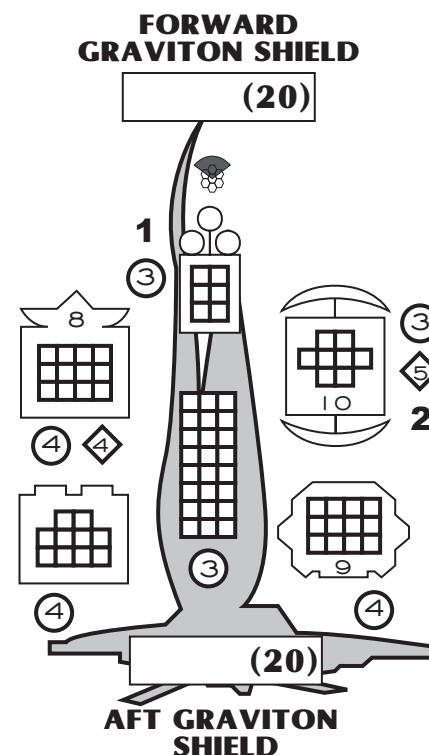


SENSOR DATA

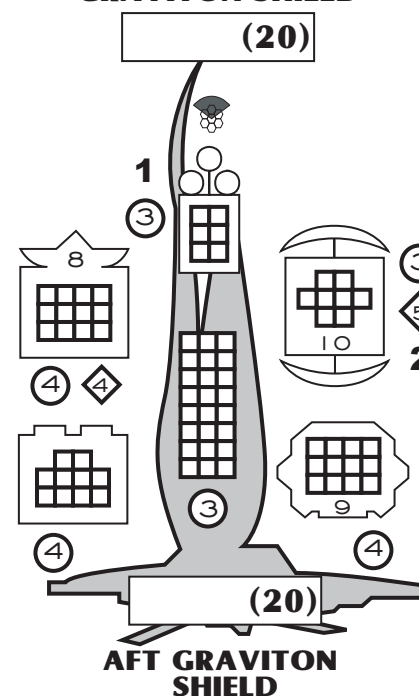
Defensive EW	
Target #1	
Target #2	
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Target #5	
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SENSOR DATA

Defensive EW	
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FORWARD GRAVITON SHIELD



SENSOR DATA

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

ICON RECOGNITION

- Control
- Drive
- Reactor
- Graviton Shield
- Trioptic Pulsar