

# NAUSICAAN VANDAL

## SYSTEMS

COMMS 07

ENGINES 07

STRUCTURE 06

COMPUTERS 06

SENSORS 09

WEAPONS 09

## DEPARTMENTS

COMMAND 01

SECURITY 03

SCIENCE 02

CONN 02

ENGINEERING 01

MEDICINE 01

POWER: 7

SCALE: 3

RESISTANCE: 3

SHIELDS: 9

CREW: Basic (Attribute 8, Discipline 1)

### ATTACKS:

- Disruptor Banks (Energy, Range Medium, 7♣, Vicious 1)
- Photon Torpedoes (Torpedo, Range Long, 6♠, High Yield)
- Tractor Beam (Strength 2)

### SPECIAL:

- Electronic Warfare Systems
- High Resolution Sensors

Traits: Nausicaan Raider

**Overview:** First launched in the early 23rd-Century, the *Nausicaan Vandal* served for the following century-and-a-half, undergoing numerous refits and upgrades while retaining the overall design. Like the fighters of the previous century, *Vandals* were designed for raiding passing freighters. *Vandals* are crudely designed, with minimal amenities and a short range, and require frequent stops at outposts for the crew to resupply. The aesthetic of the ship introduced the Nausicaan vertical design with sweeping tails and fins to imply speed and strength.

**Capabilities:** *Vandals* were unremarkable in their construction, largely being built by slaves or hired labourers. The sensor array was surprisingly accurate, and used to target ships with valuable cargo.

