

# NAUSICAA VANDAL

## SYSTEMS

COMMS 07

ENGINES 07

STRUCTURE 08

COMPUTERS 06

SENSORS 09

WEAPONS 08

## 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 (Talent)
- High Resolution Sensors (Talent)

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 raiders of the previous century, *Vandals* were designed for assaulting passing freighters. *Vandals* are crudely constructed, with minimal amenities and a short range, requiring frequent stops 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.

