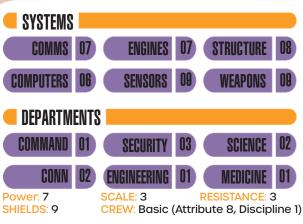
NAUSICAAN VANDAL



ATTACKS:

- Disruptor Banks (Energy, Range Medium, 7♠, Vicious 1)
- Photon Torpedoes (Torpedo, Range Long, 6th, 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 carao.

