

Starships D6 / Atha Primes Apex Invader

Name: The Apex Invader

Type: Atha Primes Apex Invader Personal Transport

Scale: Starfighter

Length: 30 Meters long, 40 Meters tall

Skill: Space Transports - Apex Invader

Crew: 5, gunners 4, skeleton 1/+15

Passengers: 20

Crew Skill: Space Transports 5D, Starship

Gunnery 5D+2, Starship Shields 5D

Consumables: 1 Year

Cargo Capacity: 50 Tons

Hyperdrive Multiplier: X1

Hyperdrive Backup: X5

Nav Computer: Yes

Space: 7

Atmosphere: 365;1050kmh

Maneuverability: 2D

Hull: 6D

Shields: 4D

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 120/3D

Focus: 4/4D

Weapons:

2 Twin Heavy Blaster Cannons

Fire Arc: Turret

Crew: 1 each

Fire Control: 3D

Space: 1-3/12/25

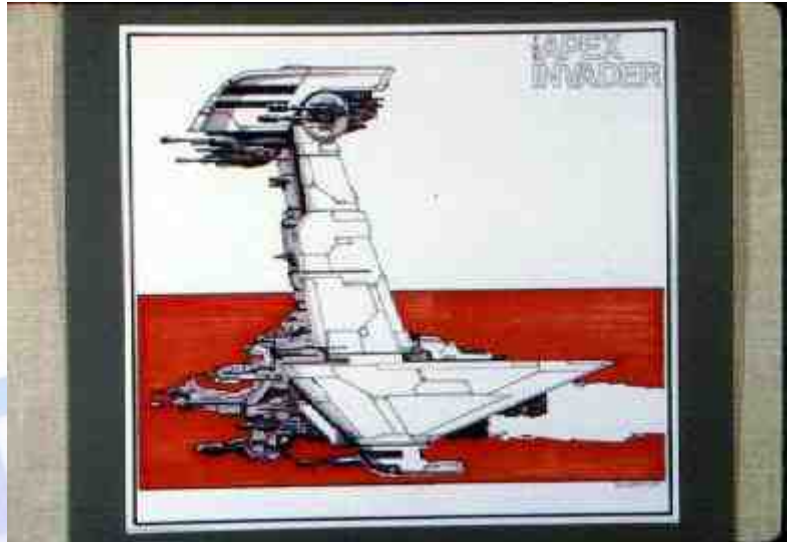
Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

3 Heavy Laser Cannons (fire linked)

Fire Arc: Front

Crew: 1



Fire Control: 4D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 7D

Twin Proton Torpedo Launcher (fire linked)

Fire Arc: Front

Crew: 1

Fire Control: 4D

Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 10D

Description: Instead of using Lambda Class Shuttles like the Emperor or Darth Vader, Atha Prime has always preferred to use a vessel of his own individual styling, so when he awoke from his prison, one of the first things he wanted was a vessel to carry him in the style he was accustomed to. The Apex Invader was the result of his designs, a large transport vessel, which is fast, well armed and can carry both him and his retinue from place to place. Atha Prime's personal Star Destroyer the Annihilator has also been modified to allow the Apex Invader to dock with its tower, the systems of the two vessels then integrate allowing Atha Prime to command the destroyer from his transport, or egress directly onto the bridge of the destroyer.

Page designed in Notepad, logo's done on Personal Paint on the Amiga.

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