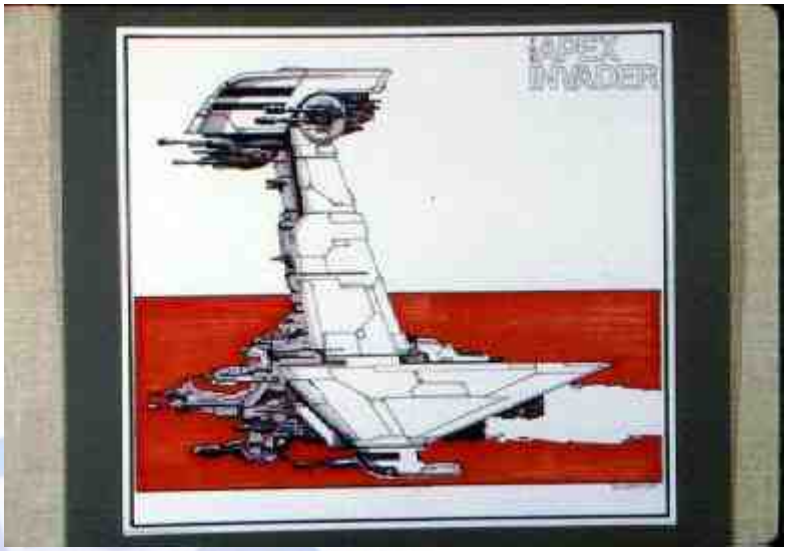
Starships D6 / Atha Primes Apex Invader Pers



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 prefered 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.

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