Starships D6 / VUX Intruder

VUX Intruder

Craft: VUX Intruder
Type: Battle cruiser
Scale: Capital
Length: 240 meters
Skill: Capital Ship Piloting: VUX Intruder
Crew: 15; Gunners: 5; Skeleton: 1/+15
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, sensors 4D
Cargo Capacity: 500 metric tons
Consumables: 1 year
Hyperdrive Multiplier: x4
Nav Computer: Yes
Manuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 6D
Sensors:
- Passive: 10/0D
- Scan: 20/1D
- Search: 45/2D
- Focus: 3/3D

Weapons:
Heavy Laser Cannon
- Fire Arc: Front
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 1-5/10/20
- Atmosphere Range: 2-10/20/40 km
- Damage: 8D

Limpet Launcher
- Fire Arc: Turret
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 4D+1
- Space Range: 2-10/25/35
- Atmosphere Range: 4-20/50/70 km
- Damage: 5D (same effect as a tractor beam but once the target ship is hit, the limpet cannot be removed unless it is removed by hand from the ship's hull)

Starfighter Complement: None

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Ryan Matheny, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.