Starships D6 / Incanion War Systems Skr-98A

Hellbringer Tactical Assault Cruiser

During a period of galactic war brought on by the onset of the Clone Wars, many new and upcoming weapons and starship production companies made great profits by supplying warring factions with the tools their required to better destroy the enemy. Incanion War Systems was one such corporation.

Based off of the Core world of Incan IX, Incanion War Systems supplied the Republic with munitions and standardized supplies for years, secretly using the profits to fund the design and development of their own tactical assault cruiser with high hopes of winning a construction contract to mass produce the ships for the Republic Navy.

The first working prototype was completed a few months following the historic introduction of the Victory Star Destroyer into the Republic Fleet. The Skr-98X, nicknamed the Hellbringer by the test crewers, was formally presented to the Republic some time later.

The Hellbringer's main role was to conduct small time ground operations by delivering a platoon a troops as well as support vehicles to a planet and acting as a mobile base of operations while being able to defend itself against any possible assault. In the event of superior enemy ground forces the Hellbringer is armed with fifteen fully functional DX-47 "planet killer" fusion warhead - each of which is capable of causing mass destruction in a blast radius up to fifty kilometers.

The DX-47 warheads are delivered via a short-range disposable booster engine. The only problem with the booster engines is the fact that they are not of top quality and the guidance systems are unable to function in space due to the lack of fixed landmarks. Firing one of the warheads with the shields activated tends to scramble the booster's onboard computer, causing it to self-destruct immediately (but not detonating the warhead).

Should atmospheric or other conditions prevent the launching of the warheads via boosters, both of the ventral launchers can vertically drop their warheads to the surface on a standard timing detonator. However, once this is done, the warheads cannot be disarmed.

In a more common combat scenario, the Hellbringer will never make use of its deadly complement of warheads. The Hellbringer was mainly designed to insert and support a battle-hardened platoon of soldiers anywhere on a battlefield and back them up with heavy fire from its ventral double laser cannon turrets while fending off any air attack with its dorsal turrets.

The ship's bridge doubles as a strategic command center complete with advanced holoprojectors capable of rendering a realistic and detailed model of the surrounding area and all units (ally or enemy) within. Sophisticated communications systems allows the ship to communicate both with its ground forces as well as any ship in the fleet (regardless of location).

The Republic's military commanders were overall pleased with the apparent capabilities of the Hellbringer but saw no practical use for mass numbers of the vessels. However, they did agree that a handful of the vessels assigned to specific veteran platoons could prove to be more than useful in almost any surface action.

By the closing of the Clone Wars the Republic had successfully deployed over fifty Skr-98As throughout the galaxy, each of which seeing nearly constant combat. Following the end of the war, twenty of the surviving thirty-two Hellbringers were decommissioned while the remaining twelve were to continue serving the galaxy long into the days of the Empire in their intended role.

Model: Incanion War Systems' Skr-98A "Hellbringer"
Type: Tactical assault cruiser
Scale: Capital
Length: 252 meters
Skill: Capital ship piloting: Hellbringer assault cruiser
Crew: 5, gunners: 10, skeleton: 3/+15
Crew Skill: Astrogation 4D, capital ship piloting 4D, capital ship gunnery 4D, missile weapons 5D, starship gunnery 5D, sensors 4D
Passengers: 40 (troops)
Cargo Capacity: 10,000 metric tons
Consumables: 3 months
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x24
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 280; 800 kmh
Hull: 4D+1
Shields: 1D
Sensors:
- Passive: 15/1D
- Scan: 35/2D
- Search: 70/3D
- Focus: 3/4D

Weapons:
3 Heavy Turbolaser Cannons (fire-linked)
- Fire Arc: Front
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km

Damage: 8D

2 Turbolaser Cannons
- Fire Arc: 1 left, 1 right
- Crew: 1
- Skill: Capital ship gunnery
- Fire Control: 3D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 4D+2

6 Double Laser Cannons
- Fire Arc: 3 ventral turret, 3 dorsal turret
- Crew: 1
- Scale: Starfighter
- Skill: Starship gunnery
- Fire Control: 3D+2
- Space Range: 1-3/12/25
- Atmosphere Range: 100-300/1.2/2.5 km
- Damage: 3D+2

15 Incanion DX-47 Fusion Warhead Launchers
- Fire Arc: 1 front, 5 right, 5 left, 2 dorsal, 2 ventral
- Crew: 2 (captain and chief gunner)
- Skill: Missile weapons: DX-47 fusion warhead launcher
- Ammo: 1 each
- Fire Control: 4D
- Atmosphere Range: 2-20/100/300 km
- Blast Radius: 0-5/15/25/50 km
- Damage: 12D/9D/5D/3D *AND* 4D/3D/2D/1D (ionization)
- Game Notes: The blast created by the DX-47 warheads leaves behind a radioactive "fallout" which renders anything within the blast radius radioactive. To survive in this type of enviroment, roll Survival on this table as often as indicated:

DISTANCE	REQUIRED ROLLS
0-5 km	- Heroic Survival roll every round.
6-15 km	- Very Difficult Survival roll every hour.
16-25 km	- Difficult Survival roll every 6 hours.
26-50 km	- Moderate Survival roll every 12 hours.

Ground/Air Complement:
- 2 heavy assault vehicles (juggernaughts, heavy tanks, etc)
- OR
- 4 medium assault vehicles (patrol speeders, light or medium tanks, etc)
- OR
- 8 light assault vehicles (ULAVs, CAVs, speeder bikes, etc)

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