Starships D6 / Intruder Missile Cruiser

Intruder Missile Cruiser

The Yuuzhan Vong have proven that a new generation of weapons is finally needed. At the top of the list of requirements for these new weapons is greater range. Wtih this in mind, the Empire made a request for proposals: "All new weapons must use an existing hull and have greater range and firepower in their main weapon than a Heavy Turbolaser Battery."

Sienar Fleet Systems answered this call wth a new vessel built on its venerable Interdictor hull. The Intruder's offensive armament is a battery of four Stand-off Missile Tubes. These multipurpose weapons can fire a variety destructive payloads. Its defensive armament is 25 Quad Laser Cannons and 2D of backup shields (all Interdictors were upgarded with the extra lasers and shields at the same time). The Intruder's ammunition load of 40 missiles (20 Standard, 12 Heavy, 4 Recon, 4 Magne) makes it ideally suited to firing vicious initial bombardments.

Craft: Sienar Fleet Systems Intruder 422
Type: "Intruder"-class missile cruiser
Scale: Capital
Length: 600m
Skill: Capital Ship Piloting: Intruder Cruiser
Crew: 2,783 gunners: 41 skeleton: 1,500/+10
Crew Skill: Astrogation 4D, Capital Ship Gunnery 5D, Capital Ship Gunnery: Stand-off Missile 6D, Capital Ship Piloting 5D, Capital Ship Shields 4D
Passengers: 80 (troops)
Cargo Capacity: 5,500 metric tons
Consumables: 1.2 years
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 5D
Shields: 3D ("Intruder" is has 2D backup sheilds)
Sensors:
- Passive: 30/1D
- Scan: 75/2D
- Search: 150/3D
- Focus: 5/4D

Weapons:
25 Quad Laser Cannons
- Fire Arc: 10 front, 5 left, 5 right, 5 back

Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60km
Damage: 4D

4 Stand-off Missile Tubes
Fire Arc: Front
Crew: 4
Skill: Capital Ship Gunnery: Stand-off Missile
Fire Control: 4D
Speed: 50/turn
Range: 5-25/75/150
Recon Missile: Fuel: 6 turns Sensors: Search: 40/2D
Standard Missile: Fuel: 3 turns Damage: 10D Ignores shields
Heavy Missile: Fuel: 2 turns Damage: 15D Ignores shields
Magne Missile: Fuel: 3 turns Damage: 4D Death Star
If targets resist roll is 3 less than missile's damage roll, all of target's computers are destroyed.

The fire control system of the Missile Tubes can only see 150 space units and while all of the missiles travel at the same speed, they may not be able to reach this distance, or may exceed it. Difficulty is based on the fire control's range, not the missile's. If the missile travels beyond fire control range, it flies in a straight line until it runs out of fuel. The Fuel statistic determines how many turns the missile can fly for. It takes a moderate Capital Ship Gunnery: Stand-off Missile roll to redirect a missile in flight (fire control is included in the dice used for this roll).

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