Starships D6 / Apex Invader

Apex Invader

The Apex Invader was an odd heavy gunship design introduced approximately fifteen years following the Battle of Endor. Designed solely to take on heavy cruisers, the Invader was equipped with a wide array of heavy weapons and heavy armor.

The design itself was rather unique, featuring a massive superstructure jutting from the main body of the vessel towering to an overall height almost equal to the overall length. The concept behind this was that it would better space out the forward firing weapons to create a much wider area of damage on a target. However, it also made the Invader a much easier target.

While the Invader was useful against such targets as star destroyers in small groups, they almost always took heavy damage due to their large target profile. This downfall is what ultimately made several possible buyers back out, including the New Republic and the Corporate Sector Authority.

Instead, Apex began selling the Invader illegally on the open market to pirates, smugglers, private corporations and anyone willing to pay the rather large price.

As a pirate ship, the Invader functioned beyond all expectations. Easily capable of attacking and disabling several ships alone. It would soon become the scourge of several rim territories.

Era Introduced: 15 years after the Battle of Endor

Craft: Apex Design Corporation's Invader Gunship
Type: Heavy gunship
Scale: Capital
Length: 200 meters long, 180 meters tall
Skill: Capital ship piloting: Apex Invader
Crew: 300, gunners: 82, skeleton: 100/+15
Crew Skill: Astrogation 3D+1, capital ship gunnery 3D+2, capital ship piloting 4D, capital ship shields 3D+2, sensors 4D
Passengers: 50 (troops)
Cargo Capacity: 500 metric tons
Consumables: 2 months
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x22

Maneuverability: 2D+1
Space: 6
Hull: 4D
Shields: 1D+2
Sensors:
- Passive: 35/1D
- Scan: 50/2D
- Search: 110/3D
- Focus: 5/3D+2

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

2 Double Turbolaser Cannons
- Fire Arc: 1 left turret, 1 right turret
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 3-20/40/80
- Atmosphere Range: 6-40/80/160 km
- Damage: 4D

2 Ion Cannons
- Fire Arc: Front
- Crew: 5
- Skill: Capital ship gunnery
- Fire Control: 3D
- Space Range: 5-25/45/90
- Atmosphere Range: 10-50/90/180 km
- Damage: 4D+2

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