



## Starships D6 / Incursor Raiding Cruise

### Incursor Raiding Cruiser

This highly advanced ship was designed by the Blood Lust pirate F?ros lennis as a technologically up to date raiding ship. Though only one is currently built, F?ros plans to have these as the main force of the Blood Lusts soon. Its design is based off of several ships - such as Lornonar/Kuat's Stiletto and its multiple power generators and Seinar's Surveyor with its highly advanced sensor arrays- and also with technical ingenious by F?ros himself. It's main weapons are the 25 heavy paralysis cannons located all along the ship's hull. It also has a powerful cutting beam located in the front of the ship and used to breach the hull of raided ships for entry of boarding parties. It has very powerful focused sensors, making the scans of specific ships quite accurate.

Craft: F?ros Designs' Incursor-class Attack Cruiser

Type: Raiding attack cruiser

Scale: Capital

Length: 140 meters; Width: 75 meters

Skill: Capital ship piloting: Incursor

Crew: 138; Gunners: 62; Skeleton: 28

Crew Skill: See F?ros lennis

Passangers: 60 (raiders)

Cargo Capacity: 6,000 metric tons (10,000 if using extra cargo hold; 14,000 if using empty hangar)

Consumables: 2 months (7 if using extra cargo hold for ration storage)

Cost: Not for sale (420 million for production, less if parts in stock)

Hyperdrive Multiplier: x0.75

Hyperdrive Backup: x2

Nav Computer: Yes

Manuverability: 4D

Space: 9

Hull: 9D+2

Shields: 7D

Shields: 5D (backup)

Sensors:

Passive: 80/2D

Scan: 150/2D+2

Search: 250/3D+1

Focus: 25/6D

#### Weapons:

##### 15 Turbolaser Batteries

Fire Arc: 5 front, 5 left, 5 right

Crew: 1

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

##### 25 Heavy Paralysis Cannons

Fire Arc: 15 front, 5 left, 5 right

Crew: 1

Scale: Speeder

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 7D (stun)

Game Notes: Does not affect starship, affects living organisms inside.

##### 6 Proton Torpedo Launchers

Fire Arc: Front

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D+2

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 8D

##### 5 Tractor Beam Projectors

Fire Arc: 5 front, 1 left, 1 right, 1 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

##### Cutting Beam

Firing Arc: Front

Crew: 5

Skill: Capital ship gunnery

Fire Control: 5D

Space Range: 1/2/3

Atmosphere Range: 10/50/100

Damage: 9D

Starship Complement: 2 starfighters or 1 light transport

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