Starships D6 / Incursor Raiding Cruiser

Incursor Raiding Cruiser

This highly advanced ship was designed by the Blood Lust pirate F?ros Iennis 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 paralisis 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 Iennis
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 Paralisis 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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