

VUX Intruder

Craft: VUX Intruder

Type: Battle cruiser

Scale: Capital

Length: 240 meters

Skill: Capital Ship Piloting: VUX Intruder

Crew: 15; Gunners: 5; Skeleton: 1/+15

Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, sensors 4D

Cargo Capacity: 500 metric tons

Consumables: 1 year

Hyperdrive Multiplier: x4

Nav Computer: Yes

Manuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 6D

Sensors:

Passive: 10/0D

Scan: 20/1D

Search: 45/2D

Focus: 3/3D

Weapons:

Heavy Laser Cannon

Fire Arc: Front

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/10/20

Atmosphere Range: 2-10/20/40 km

Damage: 8D

Limpet Launcher

Fire Arc: Turret

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D+1

Space Range: 2-10/25/35

Atmosphere Range: 4-20/50/70 km

Damage: 5D (same effect as a tractor beam but once the target ship

is hit, the limpet cannot be removed unless it is
removed by hand from the ship's hull)

Starfighter Complement: None

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