

## U.S.S. INCURSION, NX-74808

The USS Incursion is a prototype Federation starship which performs covert missions for Starfleet Intelligence. The primary system of the ship is the Holographic Masking System which allows her to operate in "hostile" regions disguised as ships indigenous to the space.

**CLASS:** modified *Defiant*-class intelligence vessel

**COMMISSIONED:** 2377

**MISSION PROFILE:** Tactical Operations

**TRAITS:** Federation Starship, Prototype

### SYSTEMS

Comms	10	Engines	10	Structure	08
Breaches	00000	Breaches	00000	Breaches	00000
Computers	10	Sensors	10	Weapons	11
Breaches	00000	Breaches	00000	Breaches	00000

### DEPARTMENTS

Command	02	Security	04	Science	02
Conn	03	Engineering	02	Medicine	02

**POWER:** 10

**SCALE:** 3

**SHIELDS:** 000000000000

**RESISTANCE:** 3

**CREW SUPPORT (TOTAL):** 3

### SHUTTLECRAFT

1 Type-9 Shuttle

### WEAPONS

**Phaser Cannons** (Energy, Range: Close, 9A, Versatile 2)

**Photon Torpedoes** (Torpedo, Range: Long, 7A, High Yield)

**Quantum Torpedoes** (Torpedo, Range: Long, 8A; Viscous 1, Calibration, High Yield)

**Tractor Beam** (Strength: 2)

### TALENTS

**Electronic Warfare Systems:** The *Incursion's* communications systems have been specially designed to intercept and disrupt enemy communications in battle. Whenever a character on the ship succeeds at the Intercept or Signals Jamming Tasks, they may spend 2 Momentum to select one additional ship to target.

**Holographic Masking System:** (See Sidebar)

**Quantum Torpedoes:** The *Incursion* has been equipped with the latest in ship-to-ship munitions: the quantum torpedoes. The ship has quantum torpedoes in addition to any other form of torpedo it carries.



### NEW TALENT

#### Holographic Masking System

(Requirements: GM Permission, Scale 3 vessels only)

A vessel equipped with a Holographic Masking System is able to disguise itself via a combination false holographic imaging and alterations to the ships warp field. Operating the device requires a Control + Security Task with a Difficulty of 2, assisted by the ships Sensors + Security. The system has a power requirement equal to the difference between the scale of the vessel and the vessel it is mimicking. Example, the *Incursion* attempts to Mimic a *D'deridex*-class warbird (Scale 6) requires 3 Power. While masked the vessel cannot attempt any attacks, and attacks against it find the Difficulty increased by 2 for the first attack. Activating or deactivating the system requires a minor action.