

Inside **Incursion**

by Rich Tucholka

**Designers Notes and
Things You
Never Imagined**

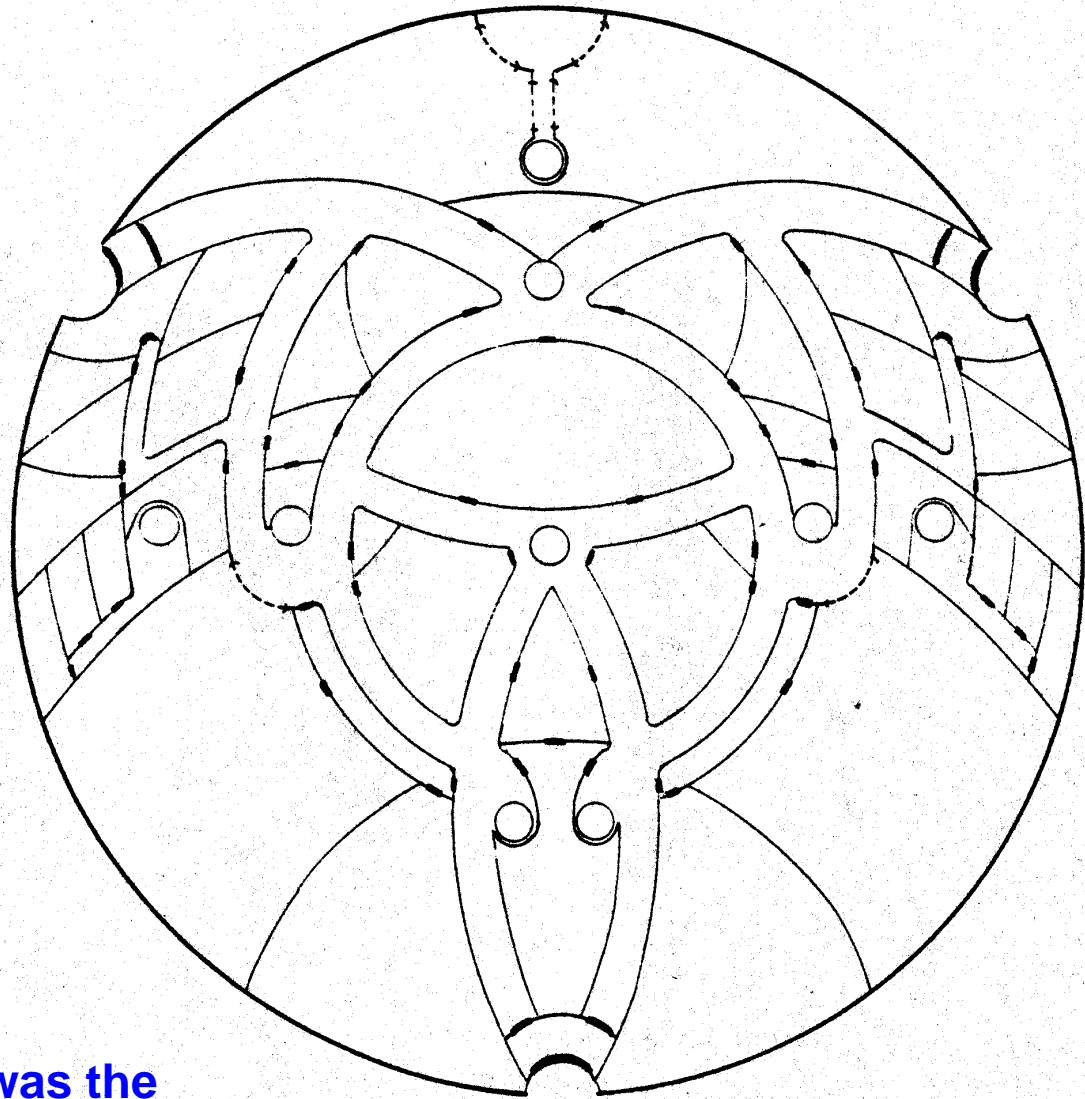
Starship

**A Special Collection
from Tri Tac Games**

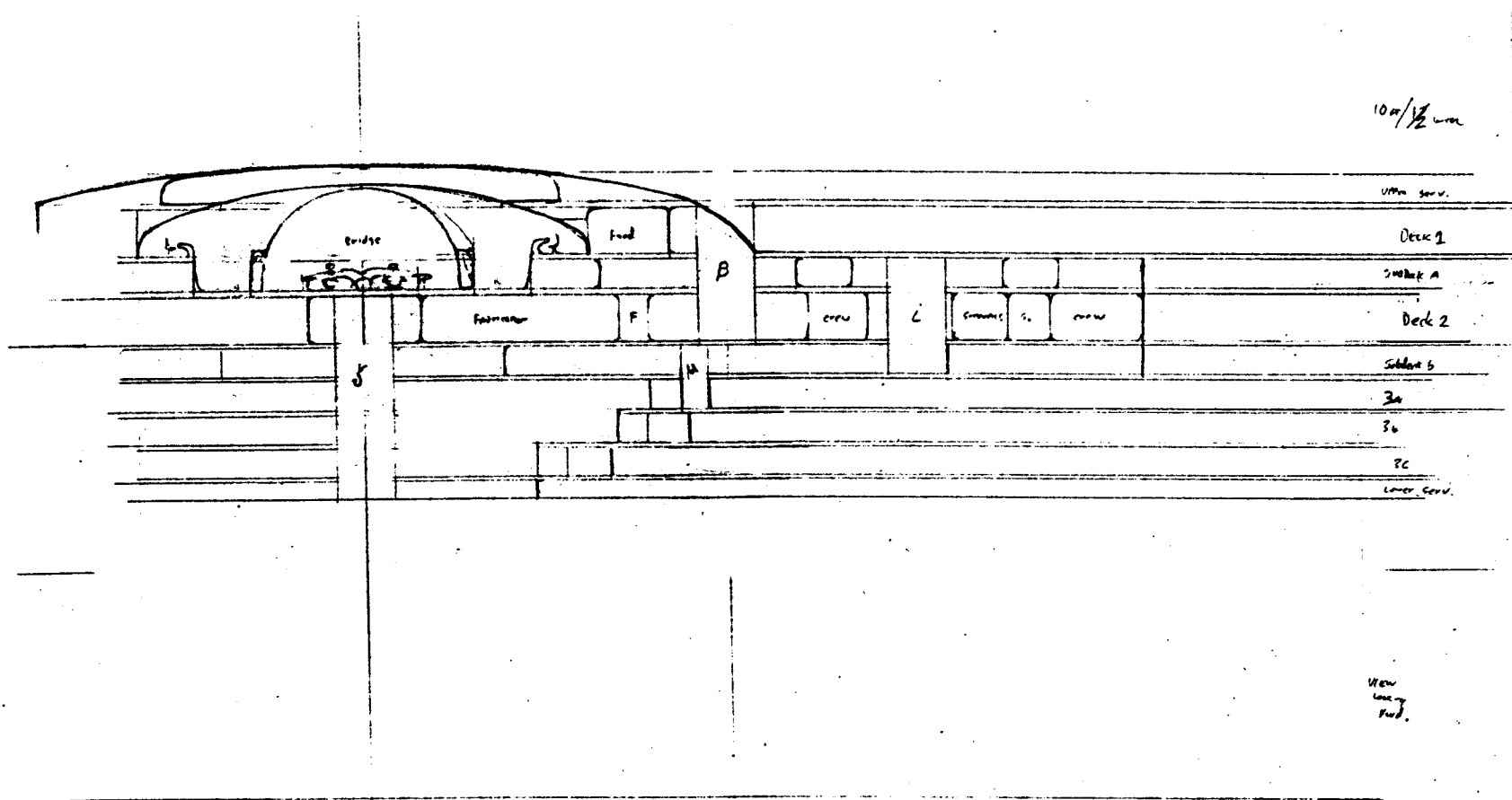
Ardanna Nuu
Ship's layout and interior views.
© 1992 by Tom Dow

Tri Tac Systems'
INCURSION

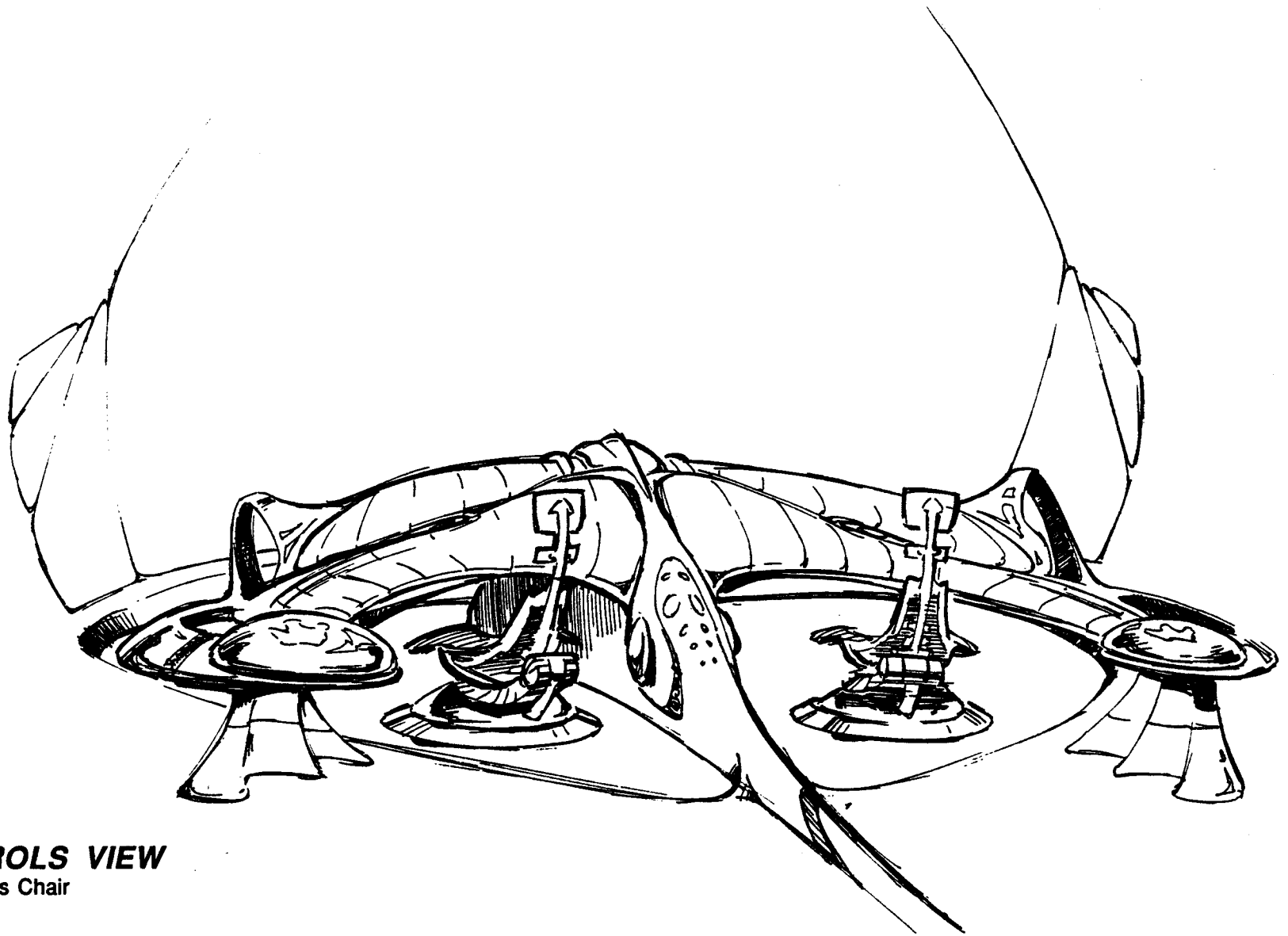
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The Hottest Incursion item was the
Tom Dow Blueprint Pack created for
Artists and Playtesters. Only 25 of
these were released.



Side View of support decks not seen
in the book.

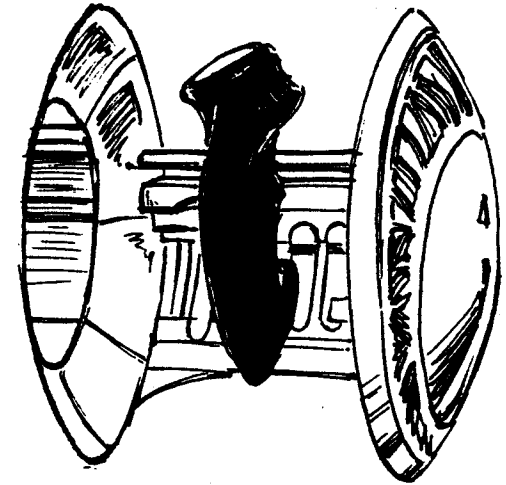


MAIN CONTROLS VIEW

From Left of Captains Chair

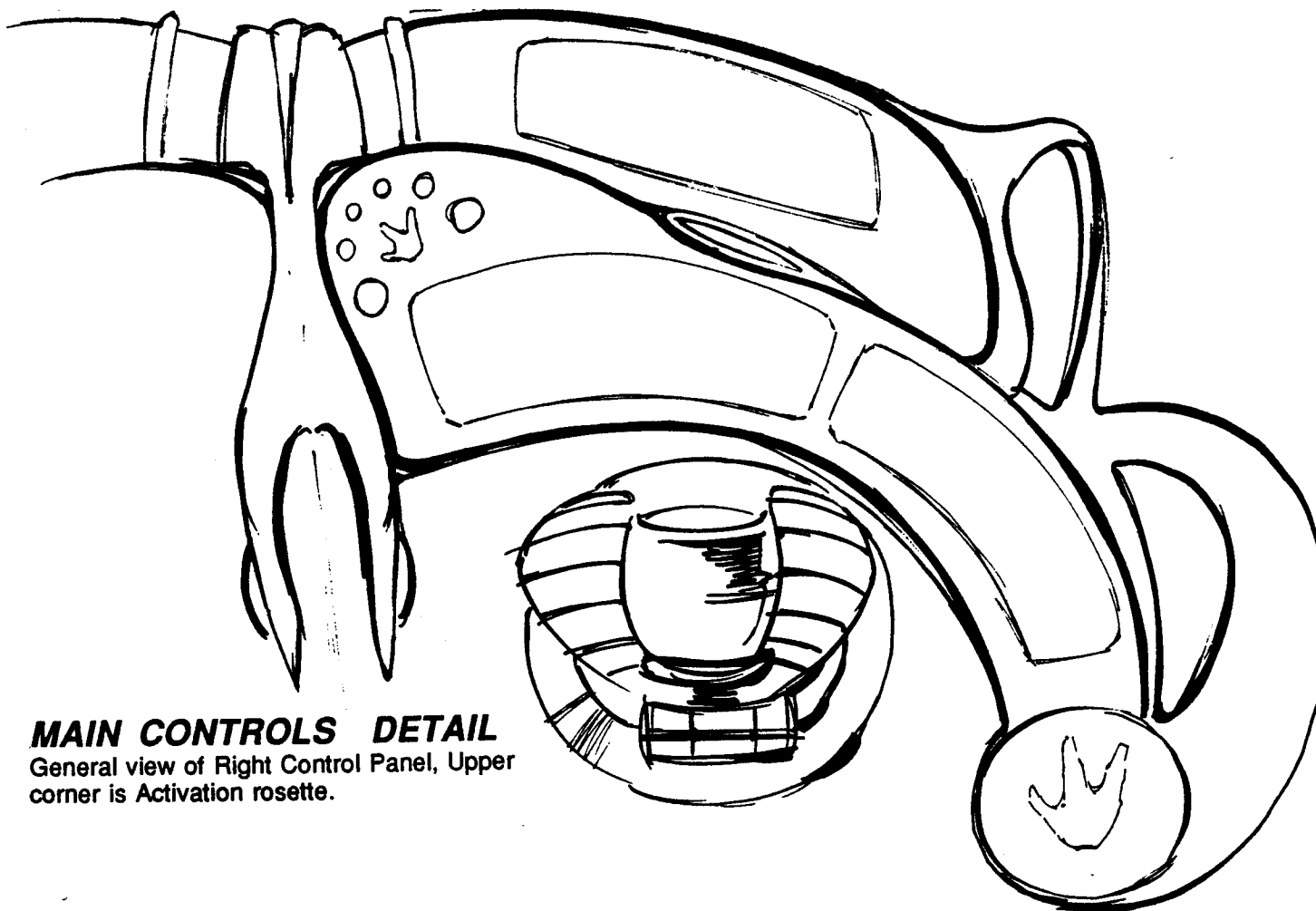
Artists had Visuals of the
Starship. Even the Control Surfaces
were plotted.

Floating Joy Stick for Ship Piloting



MAIN FLIGHT CONTROL DETAIL

General view of Flight Control Joystick at center main support housing. Stick and side is free-floating

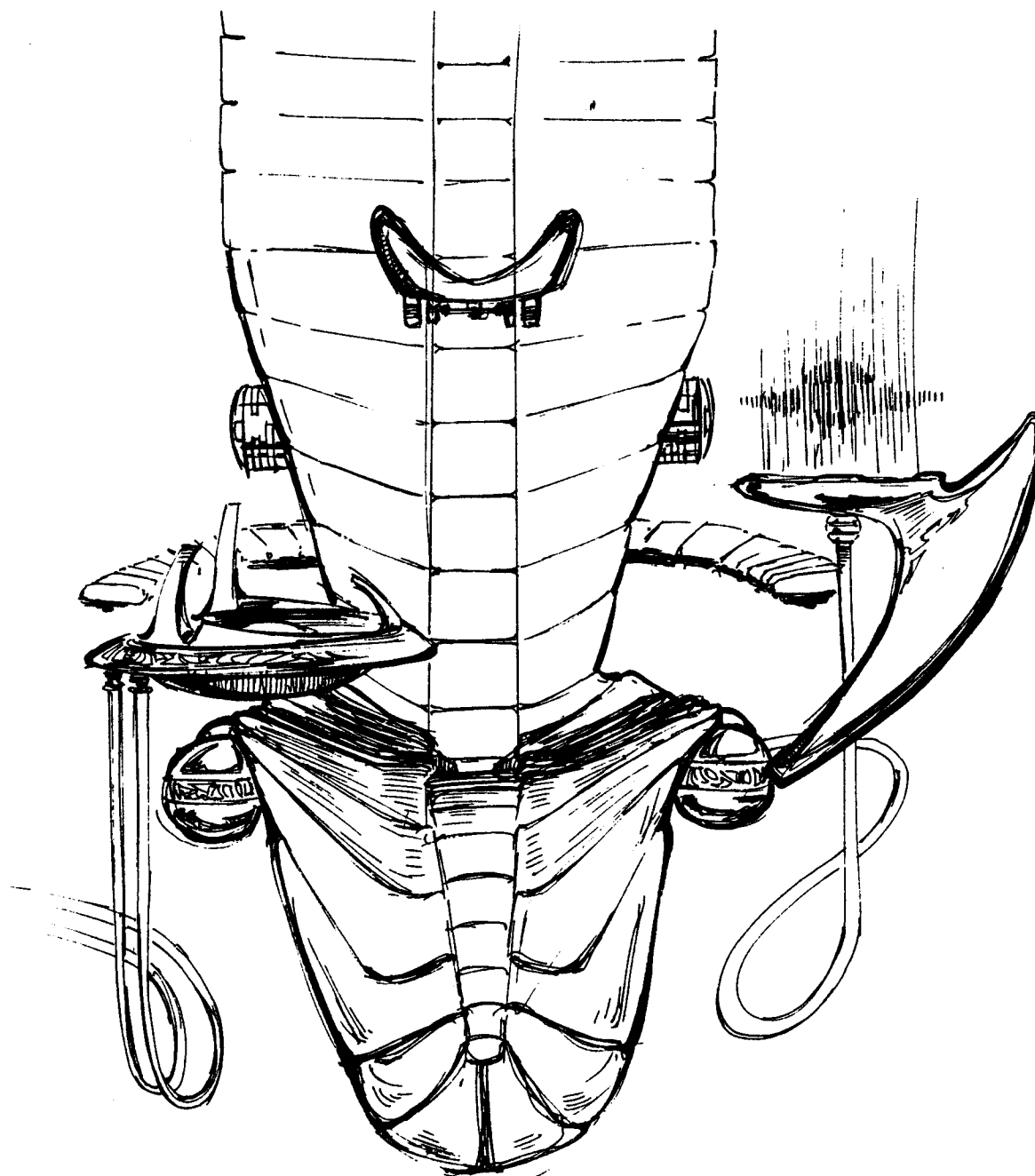


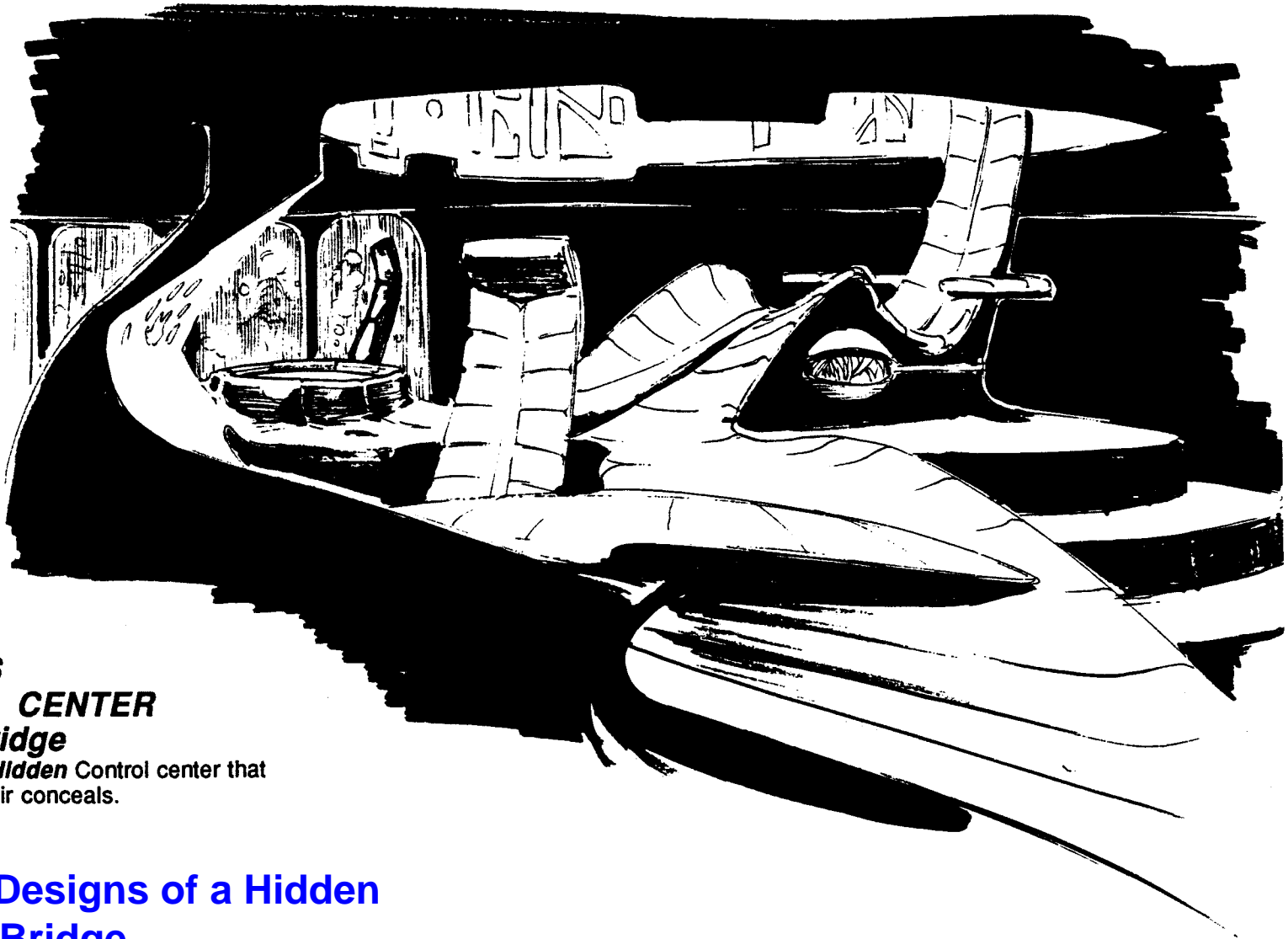
MAIN CONTROLS DETAIL

General view of Right Control Panel, Upper corner is Activation rosette.

**CAPTAIN'S
COMMAND CENTER**

General view of Captains chair with
Control Hologram to the users Left
and Control Basin to right. Both
units are free floating and adjustable.

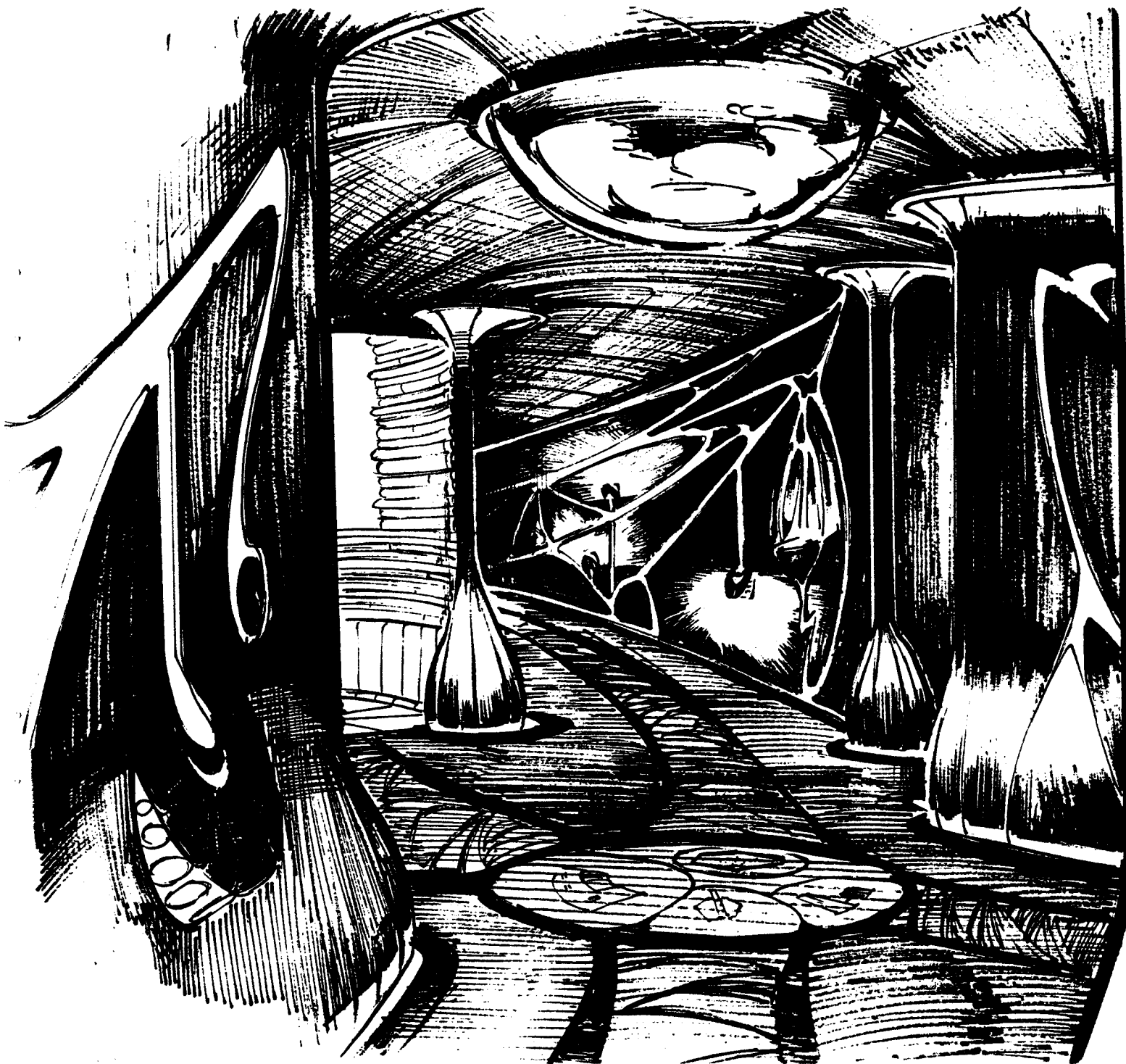




**CAPTAIN'S
COMMAND CENTER
Auxiliary Bridge**

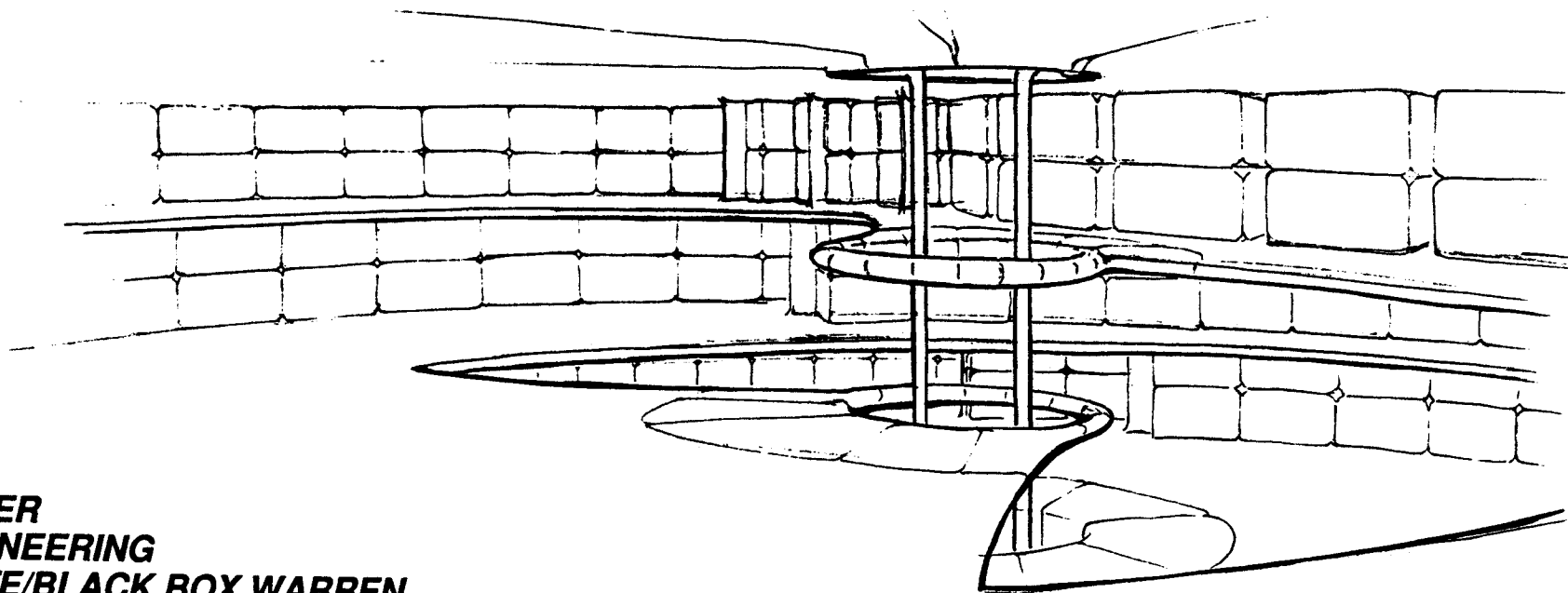
General view of *Hidden* Control center that
the Captains Chair conceals.

**Original Designs of a Hidden
Auxiliary Bridge
Hidden between Decks.**



CORRIDOR VIEW SOUTH AT JUNCTION AND LIFT

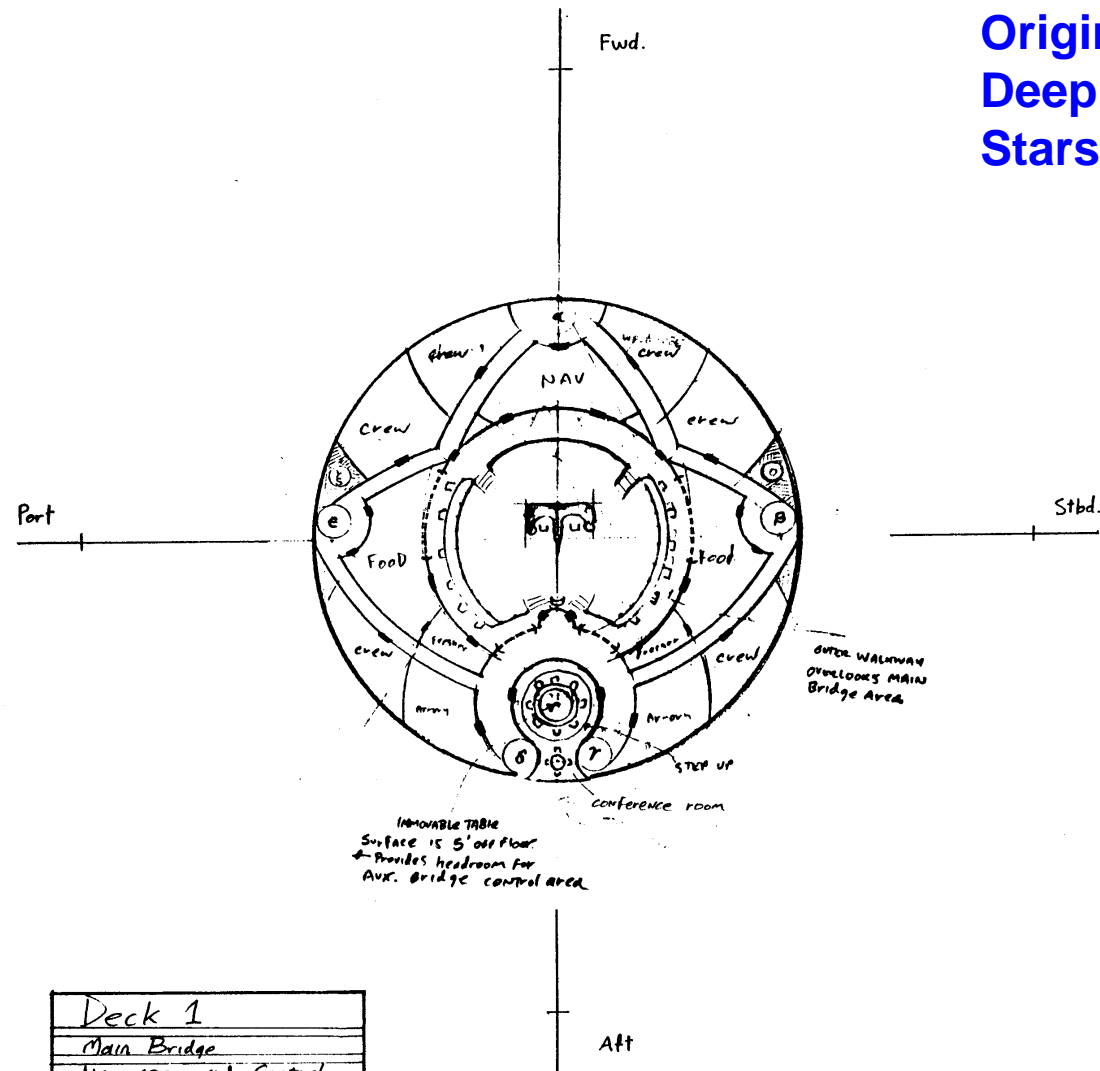
To the left is an interior of a lift. The floor pattern is a series of symbols that show the directions of Food, Sick Bay, Machine Shop and Shuttle Bay. The patterns on the wall are a fiber optic system that conducts light. The bubble on the ceiling of the corridor is a living bio-luminescent colony. The fiber optic light strips activates when areas are being used and also provide light for the colony. On the wall is a Communications Basin



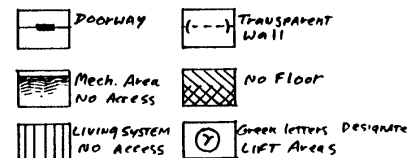
**LOWER
ENGINEERING
WHITE/BLACK BOX WARREN**

These are the spaces for the ships control boxes. Each box measures 15 inches high, by 29 inches wide by 63 inches deep. Each of these have a random symbol for ships subsystem or a blank panel that hides a small components and storage area.

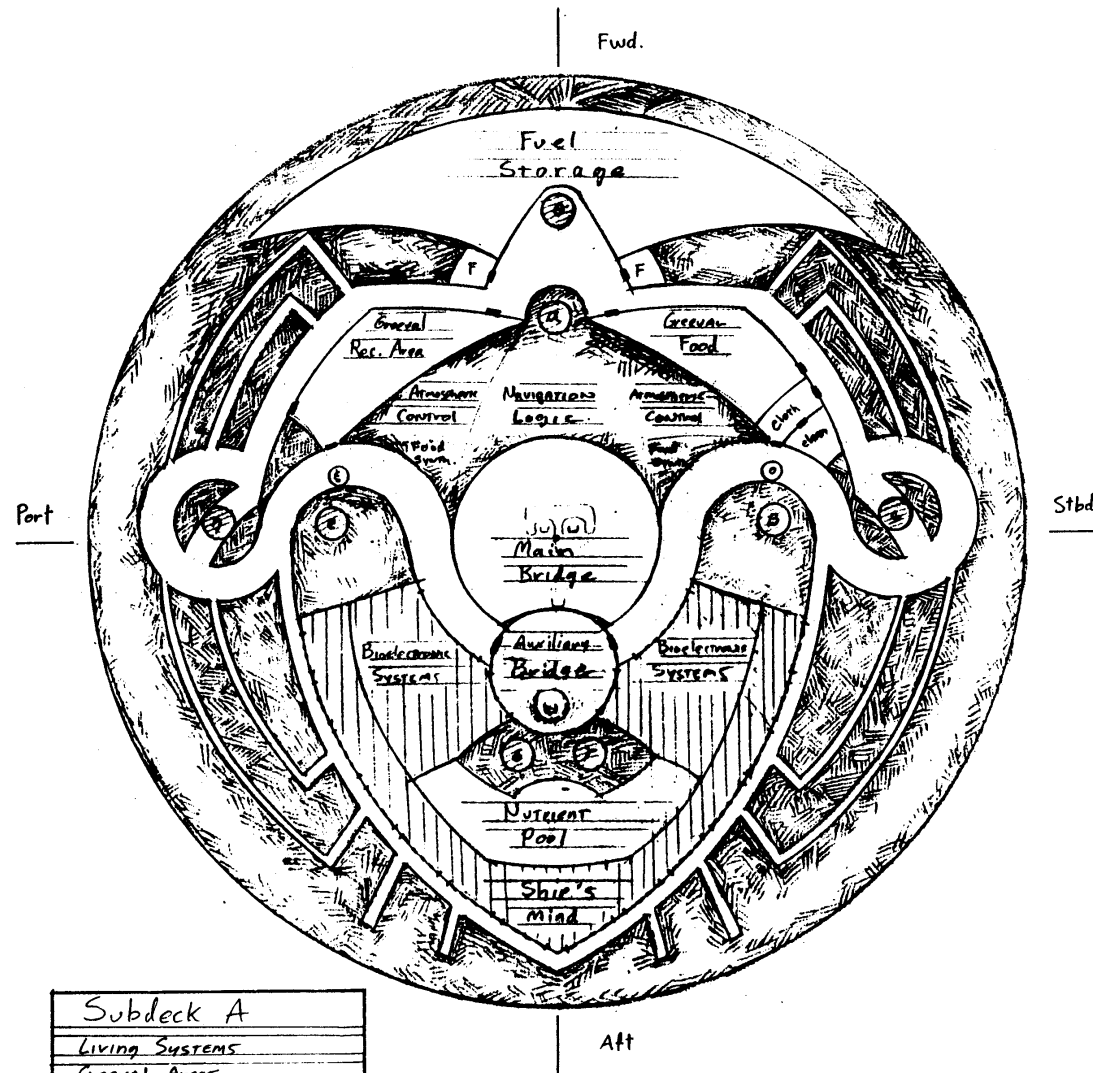
Original Designs Deep inside the Starship.



Deck 1
Main Bridge
Navigation and Control
Access: Open
Ceiling: 8'

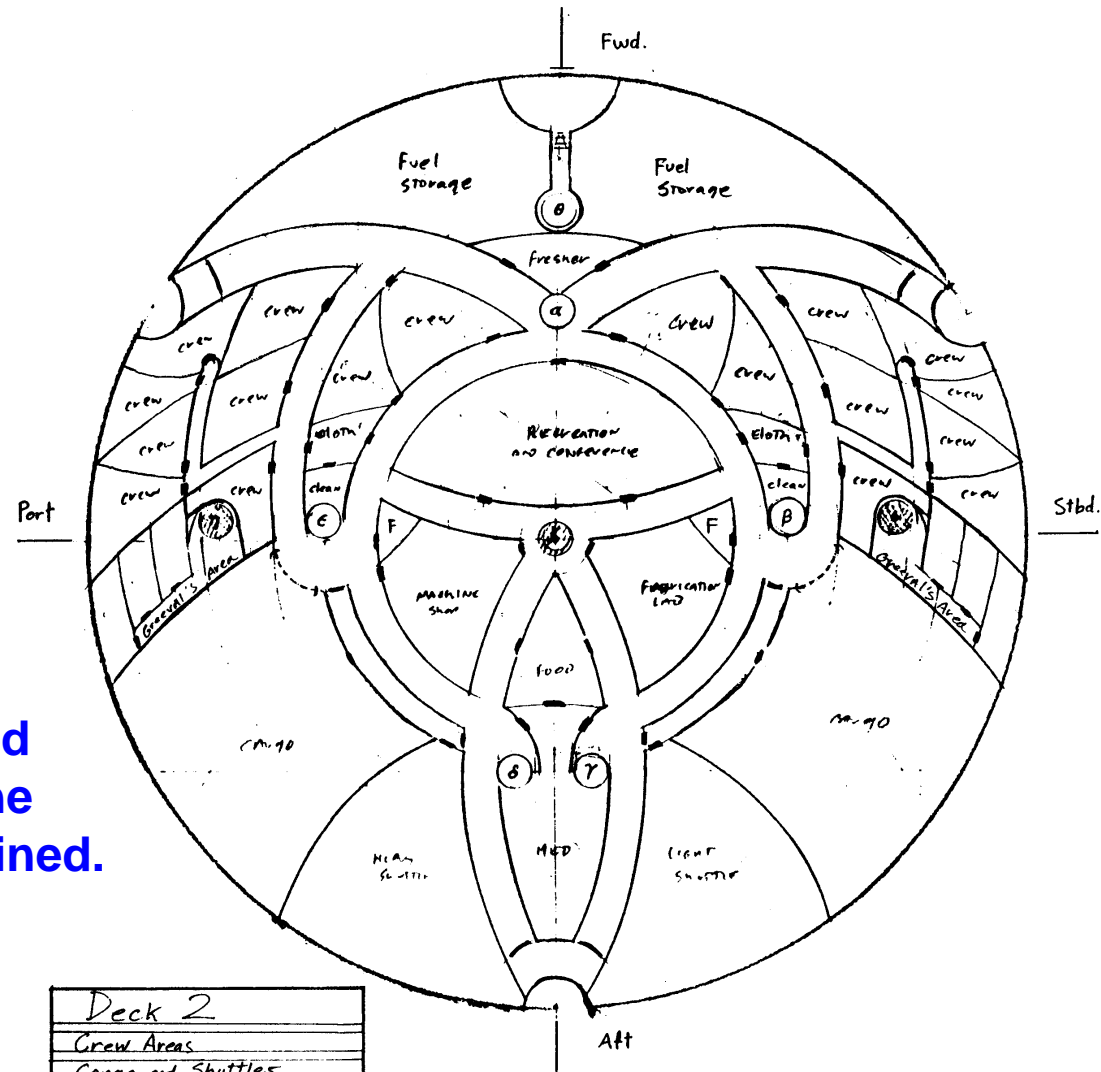


Original Designs Between Decks. The Ship was Bio AI/Mechanical

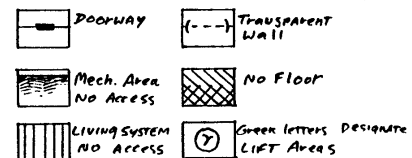


- DOORWAY
- TRANSPARENT WALL
- MECH. AREA NO ACCESS
- NO FLOOR
- LIVING SYSTEM NO ACCESS
- GREEN LETTERS DESIGNATE LIFT AREAS

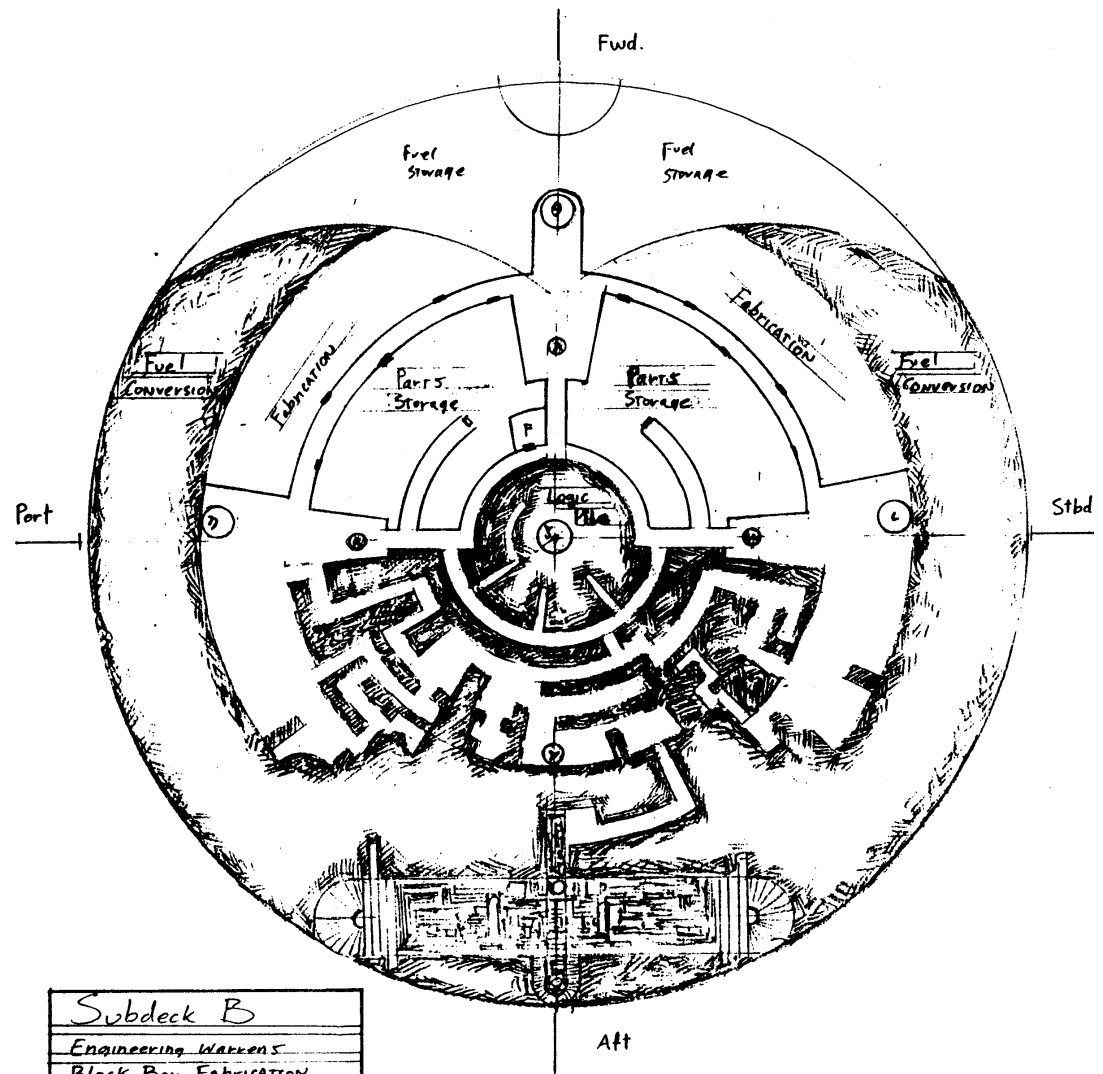
The Crews suspected
there was more to the
Ship then they Imagined.



Deck 2
Crew Areas
Cargo and Shuttles
General Quarters
Access: Open
Ceiling: 8'



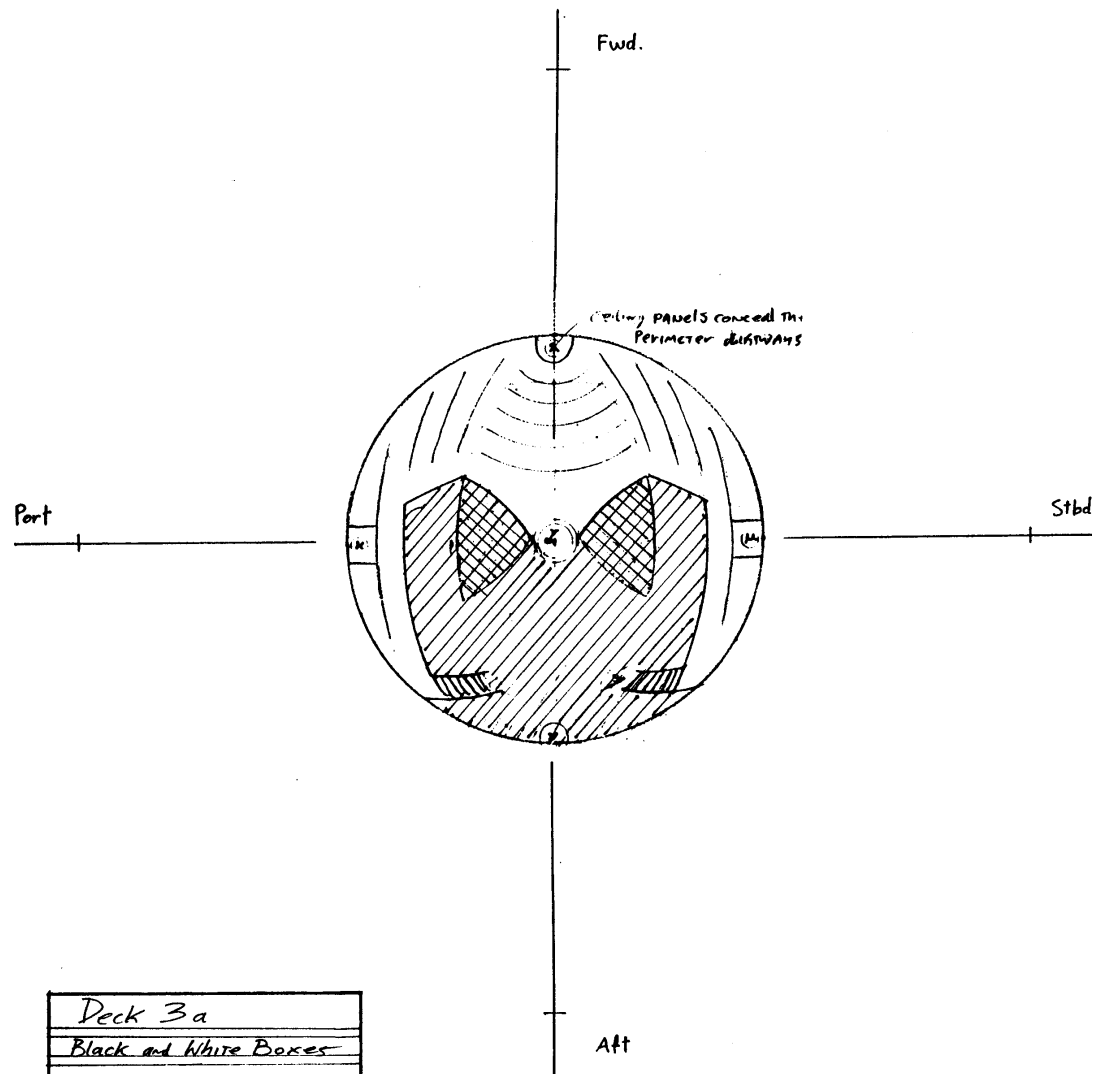
Another Sub



Subdeck B
Engineering Workens
Black Box Fabrication
Drive Systems
Access: limited
Ceiling: 5'

DOORWAY	TRANSPARENT WALL
MECH. AREA NO ACCESS	NO FLOOR
LIVING SYSTEM NO ACCESS	GREEN LETTERS DESIGNATE LIFT AREAS

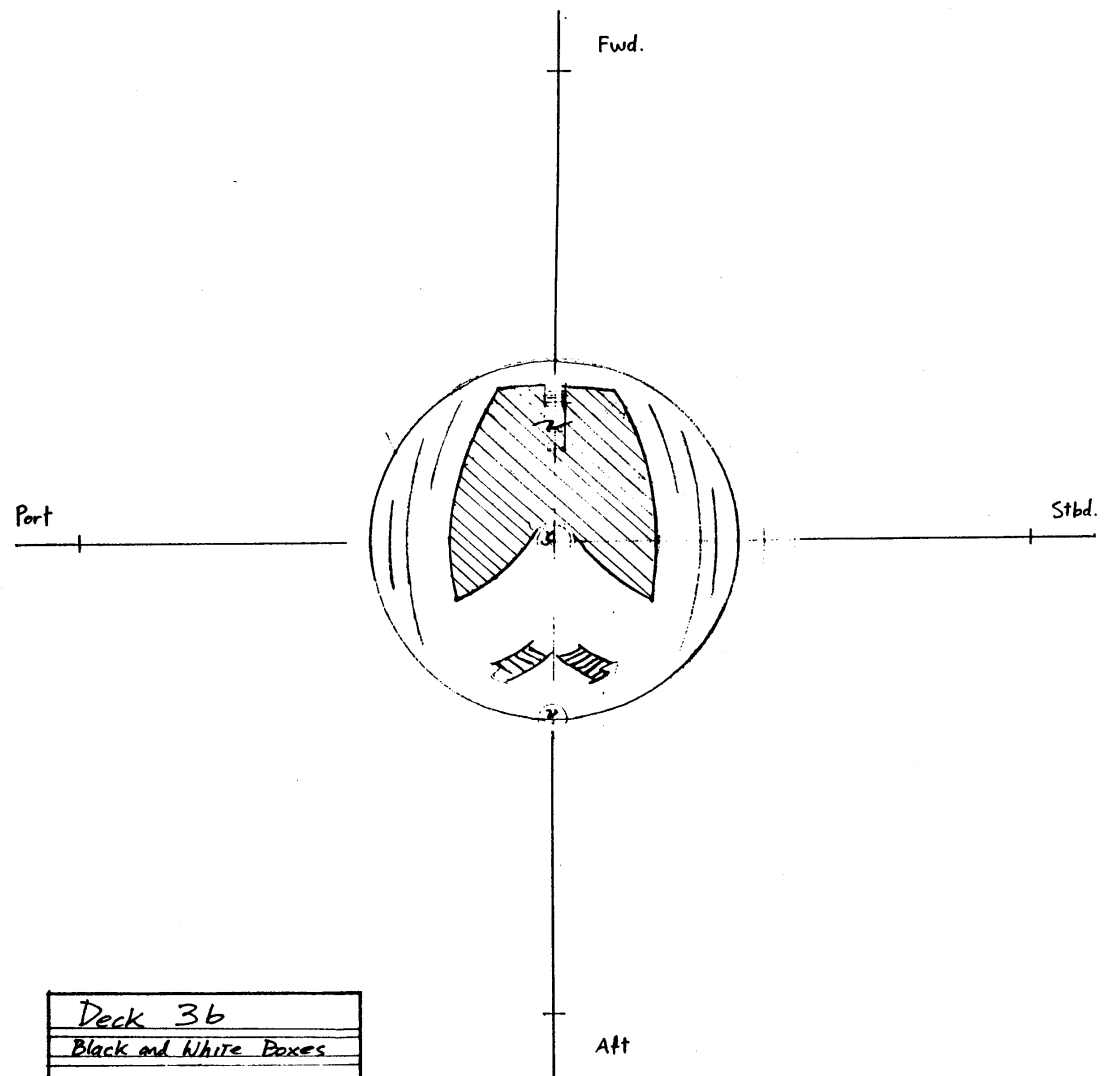
The Next 3 Pages are
the Engineering Deck.
The ultimate in ease of
Maintenance and Repair.



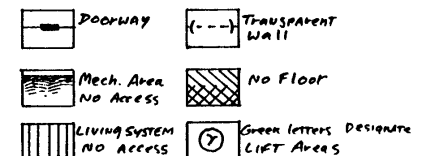
Deck 3a
Black and White Boxes
Access: open
Ceiling: 5'

	DOORWAY		TRANSPARENT WALL
	MECH. AREA NO ACCESS		NO FLOOR
	LIVING SYSTEM NO ACCESS		GREEN LETTERS DESIGNATE LIFT AREAS

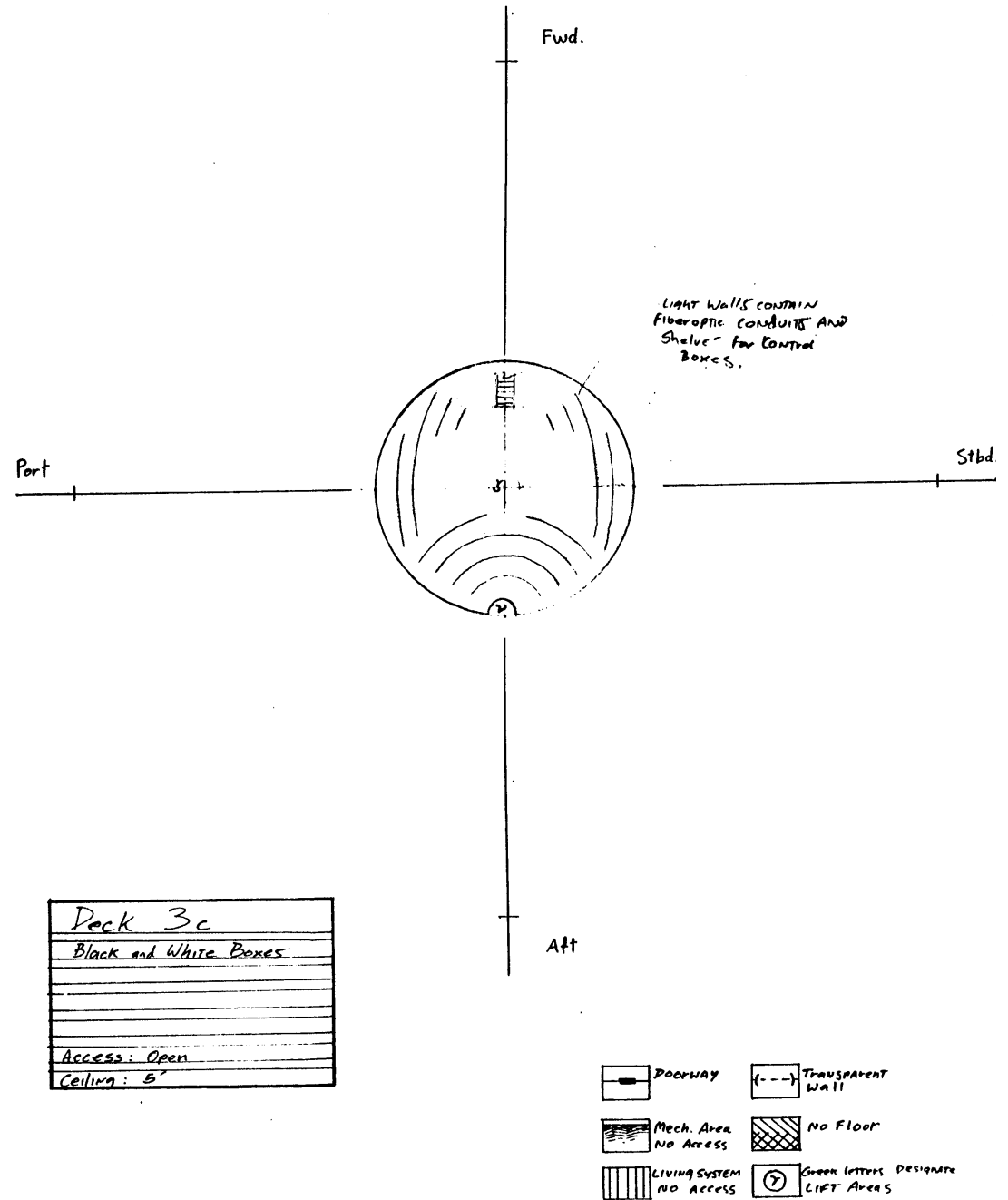
Of the Anshani Starships
this one, the Ardanna Nu
was an Overpowered Tug
with a Cargo Ring Grown
later.



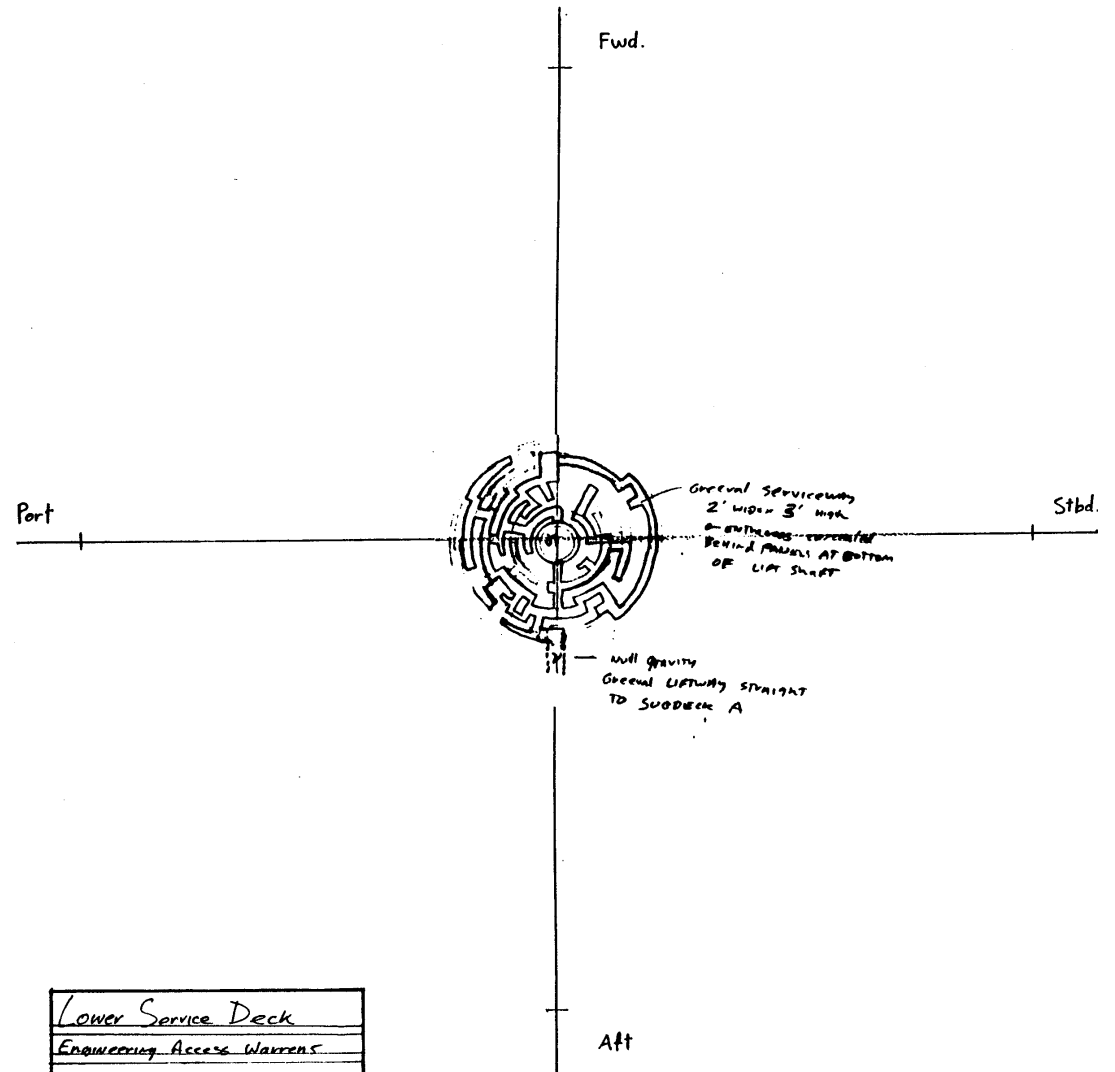
Deck 36
Black and White Boxes
Access: Open
Ceiling: 5'



Last of the Engineering Box Decks.

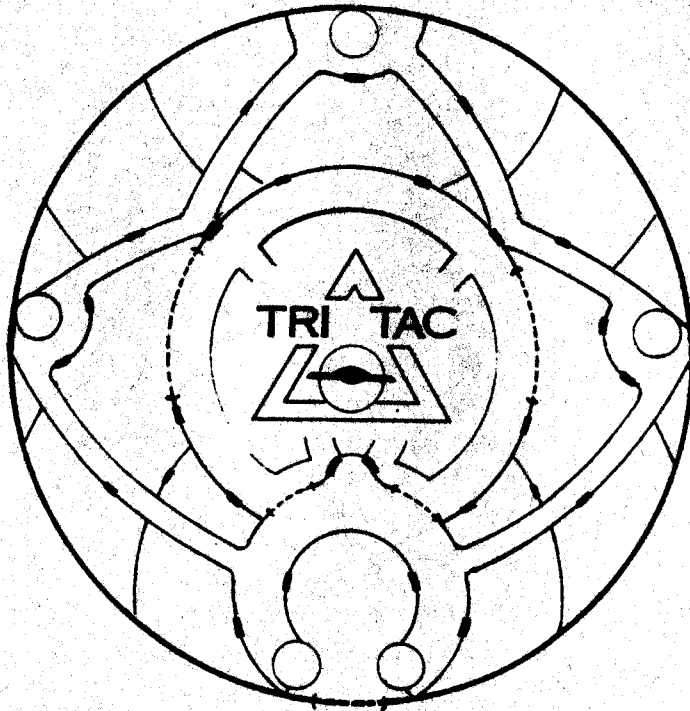


The Lowest Deck.



Lower Service Deck
Engineering Access Warrens
Access: Limited
Ceiling: 3'

	Doorway		Transparent Wall
	Mech. Area No Access		No Floor
	Living System No Access		Green letters designate Lift Areas



Back of the Grey Book with it's
Tri Tac INCURSION Logo.

We Did a different Logo Core on
each main game.