Cron Horizon Air Siege Platform

The Cron Horizon produced this from private sketches and design notes belonging to the designer of the in-famous, not to be confused with infamous, Tromp Cannon. It was created as one of several latch ditch efforts to keep the corporation from going bankrupt. It is a rather large, ominous looking, silver airship with a definite majestic quality to it. It has a rounded nose with a large reinforced polymerized trans-paristeel canopy over the bridge that allows them to see out. It's body pulls back into a large flatter segment with two prongs on either side of it which rejoin the central segment at the back forming the engine kept there. The ship looks almost like the baby brother to a Mon Calamari Cruiser.

It's main siege arsenal comes from the tromp cannons that are scattered across the main segment of the ship which fire down at ground based targets delivering massive damage. Small time blaster cannons swing all about the sides bristling to protect the airship from enemy airspeeders. Swinging out off small missile rack blisters turreted missile launchers pivot in all directions except up into the bulk of the ship. They can fire at air or ground based targets with rapid precision and fast mounted servo-actuated turrets allow quick swiveling of the turrets to track targets.

Finally, the grand finale weapon is the Molecular Phase Shifter array. It disrupts molecular cohesion over a widespread area. The weapon takes a long time to be prepped and charged but may then run continuously for a sizeable amount of time. Targets, ships, speeders, building and other such things will eventually crumble to dust in the path of the array's invisible cone of destruction. The weapon takes so long to charge, use, recharge, and use again that it's usually saved as a killing blow. Several warlords bought up lots of these for their private armies keeping the Cron Horizon comfortably in business a while longer.

Craft: Cron Horizon Corporation BOB-997 Air Siege Platform
Type: Siege Air Ship
Scale: Starfighter
Skill: Repulsorlift operation: Siege Platform
Crew: 590, gunners: 452
Cargo Capacity: 500 metric tons
Cover: Full

Altitude Range: Ground level-100 km

Cost: 145,000 (new)

Maneuverability: 1D

Move: 150; 430 kmh

Body Strength: 3D+1

Weapons:

80 Tromp Cannons

    Fire Arc: 30 forward-down,25 right-down,25 left-down

    Skill: Vehicle Weapons

    Crew: 2

    Scale: Walker

    Fire Rate: 1/5

    Fire Control: 3D

    Range: 100/200/500

    Blast Radius: 95 meters

    Damage: 10D

120 Blaster Cannons

    Fire Arc: 45 Front, 30 right, 30 left ,15 rear

    Scale: Speeder

    Crew: 1

    Skill: Vehicle blasters

    Fire Control: 1D

    Range: 50-400/900/3 km

    Damage: 5D

60 missile tubes

    Fire Arc: Turret (may swing any direction but up,
and may move two fire arcs per round)

    Scale: Speeder

    Skill: Missile Weapons: concussion missile launcher

    Crew: 3

    Ammo: 32

    Fire Control: 2D

    Fire Rate: 3

    Range: 20-600/3/16 km

    Blast Radius: 20 meters

    Damage: 7D

MPS-1 Array

    Fire Arc: Forward, down

    Scale: * (capital vs. capital targets, walker vs.
walker targets etc.)

    Crew: 12

    Fire Control: 2D

    Fire Rate: 1/10; continuous (takes 10 rounds to warm
up and charge)

Ammunition: 5 rounds per charge

Range: 80-290/360/420

Blast Radius: 300 meters

Damage: Target's Hull code reduces by 1D each round,
all ships within the 300m blast radius are effected.

Game Notes: When firing up the MPS-1 (but not for subsequent
checks) roll 1D and follow the below chart:

Roll	Effect
1	MPS-1 Shuts down after 1 rounds of firing
2	MPS-1 Shuts down after 2 rounds of firing
3	MPS-1 Shuts down after 3 rounds of firing
4	MPS-1 Fires Normally
5	MPS-1 Fires Normally
6+	MPS-1 Fires With Double Damage Result First round

then normal every subsequent round

Hangar Capacity:

    2 Lambda Shuttle

    8 combat Cloud Cars

    4 snubfighters