



Starships D6 / Bricktal Enterprises Antelope

Antelope Sloop

Craft: Bricktal Enterprises Antelope-class Sloop

Type: Commerce raider

Scale: capital

Length: 70m

Crew: 17, gunners:3, skeleton:12

Passengers: 40(boarding troops)

Cargo capacity: 2,500 tons

Consumables: 3 months

Cost: 85,000 (used only)

Hyperdrive: X5

Backup X28

Nav Comp: yes

Manueverability: 0D

Space: 4

Hull: 2D+1

Shields: 1D

Sensors: 30/0D; 60/1D; 90/1D+2; 3/2D

Weapons:

- 2 Double Turbolaser Cannons

 - fa: top turret

 - Crew:1

 - fc: 1D

 - space range: 3-15/35/75

 - damage: 3D+1

- 1 Medium Ion Cannon

 - fa: turret (can't face aft)

 - crew: 1

 - fc: 2D

 - space range: 1-10/25/50

 - damage: 3D

capsule: The Antelope sloop was designed in the early clone wars as a commerce raider. While not a terribly good combat vessel, the Antelope was cheap and could be produced quickly. Thousands were built, with less than a quarter being used for their intended purpose. The rest were used in various combat and support roles as a stopgap measure untill more suitable ships could be found or built to replace them. Production on this ungainly ship was halted sometime near the middle of the war, when it was decided that the Antelope's low price didn't make up for her deficiencies in combat. Countles Antelopes can still be found in service today, some being used by pirates, some being used as patrol craft, and some being used as freighters. Still more can be found in junkyards throughout the galaxy. The Antelope was never designed to last more than a few years, and many of these ships which are still

being used are in extremely poor repair. To keep an Antelope in good condition requires roughly four times as much servicing as a similar vessel. This maintenance is inexpensive, but must be performed virtually constantly in order to prevent the equipment failures that plague the sloop. This is an ideal ship to give to players who want a capital ship. It doesn't require a large crew, but it is fairly underpowered and will probably be more of a headache than it is worth. Watch your players try to get rid of the blasted thing!

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Ben Wafer, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).