



# Starships D6 / Dezul Shipworks DSCMC

Model: Dezul Shipworks' DSCMC "Firestorm"

Type: Missile cruiser

Scale: Capital

Length: 416 meters

Skill: Capital ship piloting: Firestorm missile cruiser

Crew: 3,850, gunners: 72, skeleton: 950/+15

Crew Skill: Astrogation 3D, capital ship gunnery 4D, capital ship piloting 4D+2, capital ship shields 4D, sensors 3D

Passengers: 80 (troops)

Cargo Capacity: 20,000 metric tons

Consumables: 2 years

Cost: Not available for sale

Hyperdrive Multiplier: x3.2

Hyperdrive Backup: x18

Nav Computer: Yes

Maneuverability: 1D

Space: 4

Hull: 5D

Shields: 1D (2D on port and starboard sides)

Sensors:

Passive: 35/0D

Scan: 65/1D

Search: 130/3D

Focus: 3/3D+2

Weapons:

10 Turbolaser Cannons

Fire Arc: 5 front, 2 left, 2 right, 1 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 1D+2

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 3D

28 Concussion Missile Launchers

Fire Arc: 3 front, 12 right, 12 left, 1 back

Crew: 2

Skill: Capital ship gunnery

Ammo: 200 each

Fire Control: 1D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 7D

#### 5 Tractor Beam Projectors

Fire Arc: 1 front, 2 left, 2 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

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

All text and stats by Ryan Matheny, HTML and logos done by FreddyB

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