



Starships D6 / Banshee Victory II Star D

Banshee Victory II Star Destroyer

The Banshee, a development of the KDY/Sienar Siren Pacification cruiser was proposed not long after the completion of the first Siren prototype and it's successfull use at the Invasion of Desstrix. Though Imperial fleet command saw it as too expensive to manufacture in any substantial numbers as so was not put into production... by the fleet... an unknown high-ranking officer in the IDB (Imperial Destabilisation Branch) did see the Banshee blueholos and saw it's potential in IDB operations and particularly as an IDB mobile base. Thus the IBD commissioned KDY to refit a single Rendili Stardrives Victory II to Banshee specifications...

The Banshee is fitted with a large ventral turret containing an improved, more powerfull version of the Siren's terror-inducing Hurlothrumbic Generator.

Craft: KDY/Rendili StarDrive's Banshee-class Victory II

Type: Banshee-class terror cruiser

Scale: Capital

Length: 800 meters

Crew: 5,900, gunners: 222; skeleton: 2150/+10

Passengers: 200 (troops), 250 (IDB agents)

Cargo Capacity: 3,000 metric tons

Consumables: 4 years

Hyperdrive Multiplier: x1

Hyperdrive Backup: x15

Nav Computer: Yes

Maneuverability: 1D

Space: 6

Hull: 4D+2

Shields: 3D

Sensors:

Passive: 40/1D

Scan: 70/2D

Search: 150/3D

Focus: 3D+2

Weapons:

10 Turbolaser Cannons

Fire Arc: 5 left, 5 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

20 Double Turbolaser Cannons

Fire Arc: 5 front, 5 left, 5 right, 5 rear

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

6 Ion Cannons

Fire Arc: 3 left, 3 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100

Damage: 4D

3 Tractor Beam Projectors

Fire Arc: 1 front, 1 left, 1 right

Crew: 2(1), 4(1), 10(1)

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

Hurlothrumbic Generator

Fire Arc: Ventral turret

Crew: 50

Scale: Death Star

Skill: Battlestation gunnery

Fire Control: 2D

Space Range: 2(low orbit)/5(high orbit)/7

Damage: +25/+20/+15

Game Notes: The 'Damage' ratings for the generator are the increases in difficulty anyone subjected to the generator suffers to ALL their actions due the Hurlothrumbic waves (only 'life' is effected, not droids for example).

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