



# Starships D6 / Penetrator Missile Cruise

## Penetrator Missile Cruiser

Seeing the need to introduce a new cruiser into the PDF to boost its image as a capable military force and the need to incorporate the new cruise missiles into the Navy, the PDF contracted Kashan Systems to design a new missile cruiser.

The Penetrator-class dedicated missile cruiser was designed with the sole purpose of planetary assaults in mind. The Penetrator will enter the upper atmosphere of a target planet and launch cruise missiles at specified points within its range. When armed with nuclear weaponry, a single Penetrator can lay waste to a planet with its cruise missiles, leaving most of it in a radioactive state.

Craft: Kashan Systems KS-1341 "Penetrator"

Type: Dedicated missile cruiser

Scale: Capital

Length: 351 meters

Skill: Capital ship piloting: Penetrator missile cruiser

Crew: 315, gunners: 56, skeleton: 78/+15

Crew Skill: Astrogation 4D, capital ship gunnery 5D, capital ship piloting 5D, capital ship shields 4D, sensors 4D+1, starship gunnery 4D+2

Passengers: 40 (troops)

Cargo Capacity: 6,500 metric tons

Consumables: 3 years

Cost: 34.87 million (new)

Hyperdrive Multiplier: x1

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 2D

Space: 6

Atmosphere: 280; 800 kmh

Hull: 4D+2

Shields: 2D

Sensors:

Passive: 40/1D

Scan: 85/2D

Search: 150/3D

Focus: 6/5D

Weapons:

## 7 Turbolasers

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

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

## 4 Quad Laser Cannons

Fire Arc: 2 dorsal turret, 2 ventral turret

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

## 12 Concussion Missile Launchers

Fire Arc: 3 front, 4 left, 4 right, 1 back

Crew: 2

Skill: Capital ship gunnery

Ammo: 25 each

Fire Control: 3D+2

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

## 2 Cruise Missile Launchers

Fire Arc: Front

Crew: 6

Skill: Capital ship gunnery

Ammo: 4 each

Fire Rate: 1

Fire Control: 5D

Space Range: 1-25/100/250

Atmosphere Range: 2-50/200/500 km

Damage: Varies by warhead type

Game Notes: Missiles available for use include the TCM I and TCM II which can both have variants suited for use in a vacuum. The TCM I does 3D/2D/1D capital scale damage with a blast radius of 30/20/10 meters. The TCM II carries a high-yield nuclear warhead and does 7D/5D/3D/1D physical damage AND 4D/3D/2D/1D (ionization) EMP damage over a 25/12/7/3 space unit and 50/25/15/5 atmospheric blast radius (radiation rules also apply).

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