

## Terror Gunship

The Terror-class Gunship is a somewhat awe inspiring sight. Double Turbolaser batteries run out along the hull like fountains of destruction. Each battery is capable of bloodying the nose of almost any ship smaller than a Star Destroyer. The fourteen of them put together makes the Terror inspire it's namesake quite well. If the fourteen double turbolaser batteries weren't enough, two decimator missile batteries sit on the nose of this awesome craft, capable of releasing a spread of destructive energy that would rip even an Imperial Star Destroyer to shreds Black Sun itself actually bought two dozen of these ships to help protect their more important and less than legal convoys. Fortunately for the spacelanes of the galaxy most pirates can't afford to purchase these ships and none have been known to have ever been successfully captured.

Craft: Verdant Spaceworks' Terror-class Gunship

Type: Medium cruiser

Era: Shadows of the Empire +

Scale: Capital

Length: 591 meters

Skill: Capital ship piloting: Terror Gunship

Crew: 127, gunners: 25, skeleton: 75/+10

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

Cargo Capacity: 1,000 metric tons

Cost: 5.9 million (new)

Consumables: 1 year

Hyperdrive Multiplier: x2

Nav Computer: Yes

Manuverability: 1D

Space: 5

Hull: 5D

Sensors:

Passive: 15/0D

Scan: 40/1D

Search: 80/2D

Focus: 2/3D

Weapons:

14 Double Turnolaser Batteries

Fire Arc: Front  
Crew: 12  
Skill: Capital ship gunnery  
Fire Rate: 1/3  
Space Range: 1-10/20/40  
Atmosphere Range: 2-20/40/80 km  
Damage: 8D

#### 2 Decimator Missile Batteries

Fire Arc: Front  
Crew: 3  
Scale: Death Star  
Fire Control: 3D  
Space Range: 1-25/100/250  
Atmosphere Range: 2-50/200/500 km  
Blast Radius(space): 25/12/7/3  
Blast Radius(atmosphere): 50/25/15/5 km  
Damage: 2D/1D+2/1D+1/1D  
Game Notes: Leaves intense radiation cloud in blast radius for 10 rounds after explosion. Any ships entering this cloud lose 1D from their hull code each round they are in the cloud.

Starfighter Complement: 1 squadron

---

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga  
All text and stats by Dave Maloney, 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](#).