



Starships D6 / Titan Missile Frigate

Titan Missile Frigate

The Titan missile frigate is a sleek angular ship. Its weaponry lie on the two wedges protruding like gigantic mandible from the ship. On the sides of the wedges lie missile tubes ready to destroy unsuspecting enemies. Its double wedge is connected at the rear by hangars, engines, and a bridge section. Viewed from above it almost seems like a sharp U shape. The ship is sleek and powerful. It tends to use a New Republic Ackbar slash tactic when launching its side missile tubes thus inflicting massive damage on enemy ships. Those who can afford it love this ship.

Craft: RanCorp Titan-class Missile Frigate

Type: Frigate

Scale: Capital

Length: 400 meters

Skill: Capital ship piloting: missile frigate

Crew: 890, gunners: 90, skeleton: 200/+5

Crew Skill: Astrogation 4D, capital ship gunnery 5D, capital ship piloting 5D, capital ship shields 5D+1, sensors 3D+1

Passengers: 100 (troops)

Cargo Capacity: 3,000 metric tons

Consumables: 2 years

Cost: 605,000 (new) 4,200 (used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 1D

Space: 6

Hull: 4D

Shields: 1D+1

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 90/3D

Focus: 4/4D

Weapons:

10 Heavy Plasma Cannons

Scale: Capital

Fire Arc: 4 front, 3 left, 3 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 3-20/50/80

Atmosphere Range: 6-40/100/160km

Damage: 6D+2

25 Concussion Missile Tubes

Fire Arc: 5 front, 10 left, 10 right,

Crew: 2

Fire Control: 3D+2

Skill: Capital ship gunnery

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

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All text and stats by Dave Maloney, HTML and logos done by FreddyB

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