



Starships D6 / Earth Federation Strike C

Earth Federation Strike Cruiser

This was constructed to meet the demands of the Earth military for a small in-system patrol craft that could take care of itself. The Strike Cruiser fit the bill to the letter. Small, (350 meters), and well armed (see below), the Strike Cruiser was a formidable opponent, especially when fitted with mobile suits. Able to carry 6, the Strike Cruiser suddenly became much more deadly, able to defend against the "weak" raids the Zeon were so well-known for.

Craft: Earth Federation Strike Cruiser

Type: System Patrol Craft

Scale: Capital

Length: 350 meters

Skill: Capital Ship Piloting

Crew: 905, gunners: 32 skeleton: 302/+15

Crew Skill: Astrogation 3D+2, Capital Ship Piloting 3D+1, Capital Ship

Gunnery 4D, Capital Ship Shields 3D+2, Sensors 3D

Passengers: 45 troops

Cargo Capacity: 220 metric tonnes

Consumables: 3 months

Cost: Not for sale

Hyperdrive Multiplier: x1.5

Hyperdrive Backup: x12

Nav Computer: Yes

Manueverability: 3D

Hull: 3D

Shields: 2D+1

Sensors:

Passive: 20/0D

Search: 35/1D+1

Scan: 50/2D+2

Focus: 65/4D

Carries: 6 GM MS

OR

3 GM MS and 1 shuttle

Weapons

16 Turbolaser Batteries

Fire Arc: 4 Front, Left, Right, Aft

Scale: Capital

Crew: 4

Skill: Capital Ship Gunery

Fire Control: 3D+1

Space Range: 1-25/40/65

Atmospheric Range: 1-25km/40/65

Damage: 5D

12 Laser Cannons

Fire Arc: 3 Front, Left, Right, Aft

Scale: Capital

Crew: 2

Skill: Capital Ship Gunnery

Fire Control: 2D+1

Space Range: 1-10/20/35

Atmospheric Range: 1-10km/20/35

Damage: 3D

5 Concussion Missile Launchers

Fire Arc: 3 Front, 1 Left, Right

Scale: Capital

Crew: 4

Skill: Capital Ship Gunnery

Fire Control: 4D

Space Range: 2-12/30/60

Atmospheric Range: 2-12km/30/60

Damage: 5D

5 Proton Torpedo Launchers

Fire Arc: 2 Left, Right, 1 Aft

Scale: Capital

Crew: 1

Skill: Capital Ship Gunnery

Fire Control: 2D

Space Range: 10/30/70

Atmospheric Range: 10km/30/70

Damage: 6D

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