



Starships D6 / Zanzibar class Assault Carrier

Zanzibar class Assault Carrier

The other half of the Zeon fleet, this carrier is well-built, armored and armed. They can also carry 18 Mobile Suits. Unfortunately, they are also quite slow.

Craft: Principality of Zeon Zanzibar class

Type: Assault Carrier

Scale: Capital

Length: 1600

Skill: Capital Ship Piloting

Crew: 38,600, gunners 560, skeleton: 9000/+15

Crew Skill: Capital Ship Piloting, Capital Ship Gunnery, Capital Ship Shields

Cargo Capacity: 15,000 metric tonnes

Consumables: 1 year

Cost: Not For Sale

Hyperdrive: x5

Hyperdrive Multiplier: x12

Nav Computer: Yes

Manueverability: 1D

Space: 3

Atmospheric: Incapable of entering atmosphere.

Hull: 9D

Shields: 6D

Sensors:

Passive: 30/0D

Search: 50/1D

Scan: 70/2D

Focus: 90/3D

Mobile Suits: 18

Weapons:

5 Mega Particle Cannon Batteries

Fire Arc: Front

Skill: Capital Ship Gunnery

Fire Control: 4D+1

Space Range: 1-20/43/60

Atmospheric Range: 1-20km/43/60

Damage: 14D

40 Turbolasers

Fire Arc: Front

Skill: Capital Ship Gunnery

Fire Control: 3D

Space Range: 1-15/30/45

Atmospheric Range: 1-15km/30/45

Damage: 6D

45 Quad Laser Cannons

Fire Arc: Front

Skill: Capital Ship Gunnery

Fire Control: 3D

Space Range: 1-5/10/15

Atmospheric Range: 1-5/10/15

Damage: 3D

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All text and stats by Geoff DeWitt, HTML and logos done by FreddyB

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