



Starships D6 / Dylarian Drive Yards Stal

Dylarian Drive Yards Stalker Picket Ship

The Stalker, like the 'Manticore', combined speed and firepower for the defense of the Dylarian Drive Yards. It is smaller and more maneuverable than the Manticore yet lacks the firepower that it's larger cousin boasts. With more speed and maneuverability, it has become a large part of the Dylarian Drive Yards' line of star cruisers.

Craft: Dylarian Drive Yards Stalker

Type: Picket Ship

Scale: Capital

Length: 200

Crew: 4760

Crew Skill: Astrogation 4D, Capital Ship Piloting 5D, Capital Ship

Gunnery 4D+2, Capital Ship Shields 4D

Cargo Capacity: 2500 Metric Tons

Passengers: 250 (Troops)

Consumables: 1 Year

Cost: 5 million

Hyperdrive Multiplier: x2

Hyperdrive Backup: x9

Nav Computer: Yes

Maneuverability: 2D

Space: 6

Hull: 4D

Shields: 1D+2

Sensors:

Passive: 45/1D

Scan: 90/2D

Search: 180/3D

Focus: 5/4D

Weapons:

20 Turbolaser Cannons

Fire Arc: 10 Front, 5 Left, 5 Right

Skill: Capital Ship Gunnery

Fire Control: 2D

Space Range: 3-15/50/75

Atmosphere Range: 3-60/300.1.5km

Damage: 5D

30 Quad Laser Cannons

Fire Arc: 15 Front, 5 Left, 5 Right, 5 Back

Skill: Capital Ship Gunnery

Fire Control: 2D

Space Range: 3-15/50/75

Atmosphere Range: 3-60/300/1.5km

Damage: 4D

15 Ion Cannons

Fire Arc: 5 Front, 5 Left, 5 Right

Skill: Capital Ship Gunnery

Fire Control: 2D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/1km

Damage: 3D

2 Tractor Beams

Fire Arc: 2 Front

Skill: Capital Ship Gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/1km

Damage 4D

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All text and stats by Brent Eager, HTML and logos done by FreddyB

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