

RPGGamer.org Starships D6 / Shield Defense Station

Shield Defense Station

The shield class station is a powerful defense space platform. It bristles with turrets holding all manner of weapons and shield projectors. The weapons can hit a target anywhere in the space around them making it impossible to blindsides one. The trademark of the shield class is its massive Ultra-Class shield projector. It projects a massive energy shield 45 standard space units in diameter. It can be projected anywhere from 5-15 standard space units in front of it. There have been instances where the shield projector faces down at the planet while the defense stations use the shields to protect the planet from bombardment while their gunners try to eliminate the threat.

Craft: RanCorp Shield Class Defense Station

Type: Systems Defense Platform

Scale: Capital

Length: 1,800 meters

Crew: 900, gunners: 228

Crew Skill: Capital ship gunnery 5D, capital ship shields 6D+2

Passengers: 300 (troops)

Cargo Capacity: 15,000 metric tons

Consumables: 3 months

Cost: Not available for sale to civilians

Hull: 5D

Shields: 4D

Sensors:

Passive: 35/0D

Scan: 60/1D

Search: 100/2D

Focus: 3/2D+1

Weapons:

50 Turbolaser Batteries

Fire Arc: Turret

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D+1

Space Range: 1-5/10/17

Damage: 5D

20 Proton Torpedo Launchers

Fire Arc: Turret

Crew: 2

Skill: Capital ship gunnery

Scale: Starfighter

Fire Control: 2D

Space Range: 1/3/7

Damage: 9D

10 Tractor Beam Projectors

Fire Arc: Turret

Crew: 3

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Damage: 6D

1 Ultra-Class shield Projector

Fire Arc: Front

Crew: 30

Scale: Death Star

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 5-15

Shield Strength: 4D

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