Cron Horizon Air Siege Platform

The Cron Horizon produced this from private sketches and design notes belonging to the designer of the in-famous, not to be confused with infamous, Tromp Cannon. It was created as one of several latch ditch efforts to keep the corporation from going bankrupt. It is a rather large, ominous looking, silver airship with a definite majestic quality to it. It has a rounded nose with a large reinforced polymerized trans-paristeel canopy over the bridge that allows them to see out. It's body pulls back into a large flatter segment with two prongs on either side of it which rejoin the central segment at the back forming the engine kept there. The ship looks almost like the baby brother to a Mon Calamari Cruiser.

It's main siege arsenal comes from the tromp cannons that are scattered across the main segment of the ship which fire down at ground based targets delivering massive damage. Small time blaster cannons swing all about the sides bristling to protect the airship from enemy airspeeders. Swinging out off small missile rack blisters turreted missile launchers pivot in all directions except up into the bulk of the ship. They can fire at air or ground based targets with rapid precision and fast mounted servo-actuated turrets allow quick swiveling of the turrets to track targets.

Finally, the grand finale weapon is the Molecular Phase Shifter array. It disrupts molecular cohesion over a widespread area. The weapon takes a long time to be prepped and charged but may then run continuously for a sizeable amount of time. Targets, ships, speeders, building and other such things will eventually crumble to dust in the path of the array's invisible cone of destruction. The weapon takes so long to charge, use, recharge, and use again that it's usually saved as a killing blow. Several warlords bought up lots of these for their private armies keeping the Cron Horizon comfortably in business a while longer.

Craft: Cron Horizon Corporation BOB-997 Air Siege Platform
Class: Airspeeder
Size: Colossal
Hyperdrive: None
Passangers: 0
Cargo Capacity: 500 tons
Maximum Altitude: 100 km

Cost: 145,000 (new)

Maximum Speed In Space: Not applicable

Atmospheric Speed: 430 km/t (7 squares/action)

Crew: 590 (Normal +2)

Initiative: -6 (-8 size, +2 crew)

Maneuver: -6 (-8 size, +2 crew)

Defense: 12* (-8 size, +10 armor)

Shield Points: 0

Hull Points: 120 (DR 10)

*Provides full cover to crew.

Weapons:

  80 Tromp Cannons
    Fire Arc: 30 forward-down,25 right-down,25 left-down
    Attack Bonus: -5 (-8 size, +3 fire control)
    Damage: 10d10
    Range Increments: 50 m (95 m)

  120 Blaster Cannons
    Fire Arc: 45 Front, 30 right, 30 left ,15 rear
    Attack Bonus: -7 (-8 size, +1 fire control)
    Damage: 5d8
    Range Increments: 300 m

  60 missile tubes
    Fire Arc: Turret (may swing any direction but up,
and may move two fire arcs per round)
    Attack Bonus: -6 (-8 size, +2 fire control)
    Damage: 7d8
    Range Increments: 1.6 km (20 m)

  MPS-1 Array
    Fire Arc: Forward, down
    Attack Bonus: -6 (-8 size, +2 fire control)
    Damage: 1d8 to speeders, 1d10 to walkers, 1d10x2 to
starfighters and Transports and 1d10x5 to capitalships.
The damage ignores DR.
    Range Increments: 42 m (300 m)

Game Notes: When firing up the MPS-1 (but not for subsequent
checks) roll 1D and follow the below chart:

Roll	Effect
1	MPS-1 Shuts down after 1 rounds of firing
2	MPS-1 Shuts down after 2 rounds of firing
3	MPS-1 Shuts down after 3 rounds of firing
4	MPS-1 Fires Normally
5	MPS-1 Fires Normally
6+	MPS-1 Fires With Double Damage Result First round

then normal every subsequent round

Hangar Capacity:
- 2 Lambda Shuttle
- 8 combat Cloud Cars
- 4 snubfighters