Starships D6 / SoroSuub Anvil Class Heavy C



Name: Anvil Heavy Cruiser
Type: SoroSuub Anvil Class Heavy Cruiser
Scale: Capital
Length: 1200 Meters
Skill: Capital Ship Piloting: Anvil
Crew: 5,000; (skeleton 1200/+10)
Passengers/Troops: 3,000
Crew Skill: Capital Ship Piloting 6D, Capital Ship Gunnery 6D+2, Starship Shields 5D
Consumables: 2 Years
Cargo Capacity: 20,000 Tons
Hyperdrive Multiplier: X1
Hyperdrive Backup: X10
Nav Computer: Yes
Space: 8
Maneuverability: 1D
Hull: 7D
Shields: 4D
Sensors:
- Passive: 60/1D
- Scan: 120/3D
- Search: 180/5D
- Focus: 10/7D

Cloaking Device : No
Fighters: 72
Transports: 6

Weapons:
- 30 Medium Laser Cannon Turrets
  - Scale: StarFighter
  - Fire Arc: 15 Front/Left/Back 15 Front/Right/Back
  - Fire Control: 1D+2
  - Space: 1-5/15/30
  - Atmosphere Range: 100-500/1.5/3
  - Damage: 5D
- 24 Medium TurboLaser Cannon Turrets
  - Scale: Capital
  - Fire Arc: 6 Front, 8 Left, 8 Right, 2 Back
  - Fire Control: 2D
  - Space: 3-15/36/75
  - Atmosphere Range: 6-30/36/150km

Damage: 5D

14 Twin Heavy TurboLaser Cannon Turrets
- Scale: Capital
- Fire Arc: 6 Front, 2 Left, 2 Right, 4 Back
- Fire Control: 2D+1
- Space: 3-15/36/75
- Atmosphere Range: 6-30/36/150km
- Damage: 7D

5 Heavy Ion Cannon Turrets
- Scale: Capital
- Fire Arc: 10 Front
- Fire Control: 2D+2
- Space: 1-10/25/50
- Atmosphere Range: 2-20/50/100km
- Damage: 5D

4 Treble Concussion Missile Launchers
- Scale: Capital
- Fire Arc: 40 Front
- Fire Control: 4D
- Space: 2-10/30/60
- Atmosphere Range: 4-24/60/120
- Damage: 10D

Description: The Anvil is the heaviest cruiser built by the shipyards of the planet Sullust, and is their main contribution to the fleets of the New Republic. Although lightly armed in comparison to ships such as Star Destroyers, the Anvils weapons are mostly mounted to the ships front, giving it great offensive firepower, although it often needs support in longer more sustained battles, as the weaker fire arcs to its sides and flank can be taken advantage of by smaller more maneuverable opponents. The Anvil is designed to destroy enemy ships, and as such is poorly disadvantaged in other fleet actions, it does however carry a large quantity of fighters, and finds itself forced into the role of a carrier, one it is poorly suited to.

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