

Starships D6 / Axe Class Cruiser

Name: Axe Cruiser
Type: Mandalorian Axe Class Cruiser
Scale: Capital
Length: 1000 Meters
Skill: Capital Ship Piloting: Axe
Crew: 2000
Passengers/Troops: 3000
Crew Skill: Capital Ship Piloting 6D, Capital Ship Gunnery 6D+2, Starship Shields 5D
Consumables: 1 Year
Cargo Capacity: 20,000 Tons
Hyperdrive Multiplier: X1
Hyperdrive Backup: X2
Nav Computer: Yes
Space: 7
Maneuverability: 1D
Hull: 8D
Shields: 6D
Sensors:
 Passive: 100/4D
 Scan: 200/6D
 Search: 300/8D
 Focus: 30/10D

Cloaking Device : Mandalorian

Fighters: 72

Transports: 6

Weapons:

50 Medium Laser Cannon Turrets

Scale: StarFighter

Fire Arc: 20 Front, 10 Left, 10 Right, 10 Back

Fire Control: 3D

Space: 1-5/15/30

Atmosphere Range: 100-500/1.5/3km

Damage: 5D



100 Medium TurboLaser Cannon Turrets

Scale: Capital

Fire Arc: 50 Front, 20 Left, 20 Right, 10 Back

Fire Control: 3D

Space: 3-15/36/75

Atmosphere Range: 6-30/36/150km

Damage: 5D

50 Heavy TurboLaser Cannon Turrets

Scale: Capital

Fire Arc: 20 Front, 10 Left, 10 Right, 10 Back

Fire Control: 3D

Space: 3-15/36/75

Atmosphere Range: 6-30/36/150km

Damage: 6D

30 Medium Ion Cannon Turrets

Scale: Capital

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

Fire Control: 4D

Space: 1-10/25/50

Atmosphere Range: 2-20/50/100km

Damage: 4D

30 Atomic Compression Missile Launchers

Scale: Capital

Fire Arc: Front

Fire Control: 3D

Space: 2-10/30/60

Atmosphere Range: 4-24/60/120km

Damage: 12D

Description: The Axe is one of the newest Mandalorian Cruisers and is capable of taking and handing out a lot of firepower. The Axe has advanced sensors and communications systems, and is designed to be a command ship handling flight control and target priority decisions taking this load away from the actual command vessels such as the Shadow class super cruisers. This allows a fleet to continue operations even if the command ship becomes damaged or cut off from the rest of the fleet.

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