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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