

## Craft:

Duapherm Discril-class Attack Cruiser

Type: System attack cruiser

Scale: Capital

Length: 85 meters

Skill: Capital class piloting: Discril cruiser

Crew: 150, gunners; 51, skeleton; 75/+10

Crew Skill: Varies widely

Passengers: 60 (troops)

Cargo Capacity: 7,800 tons

Consumables: 2 weeks

Cost: 500,000 (used)

Hyperdrive Multiplier: x3

Hyperdrive Backup: x20

Nav Computer: Yes

Maneuverability: 1D

Space: 5

Hull: 4D

Sensors:

Passive: 30/0D

Scan: 60/1D+2

Search: 90/2D

Focus: 3/3D

Weapons:

Five Laser Cannons

Fire Arc: Turret

Crew: 4

Skill: Capital ship gunnery

Fire Control: 1D+1

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

Four Tri-Particle Beamers

Fire Arc: Front

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D



### Three Tri-Laser Cannons

Fire Arc: Front

Crew: 6

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

Description: The standard attack cruiser of the Duapherm Marines (during the Duapherm-Boton Conflict), the Discril-Class is being slowly phased out of current service, as the Duapherm Planet States that they are behind the military curve. Some of the Discrils are scraped, others mothballed for future upgrades, and a few sold on the used arms market to less advanced systems. With their massive cargo holds however these vessels make fine, if heavily armed transport vessels, or have plenty of room for modification and improvement, with older weapons being replaced by turbolasers and blaster cannons and shields, faster hyperdrives and more powerful ion drives being put in place. Originally based on Corellian designs, and the Corellian Gunship was developed along similar lines to the Discril-Class although much later than this still highly prized vessel.

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