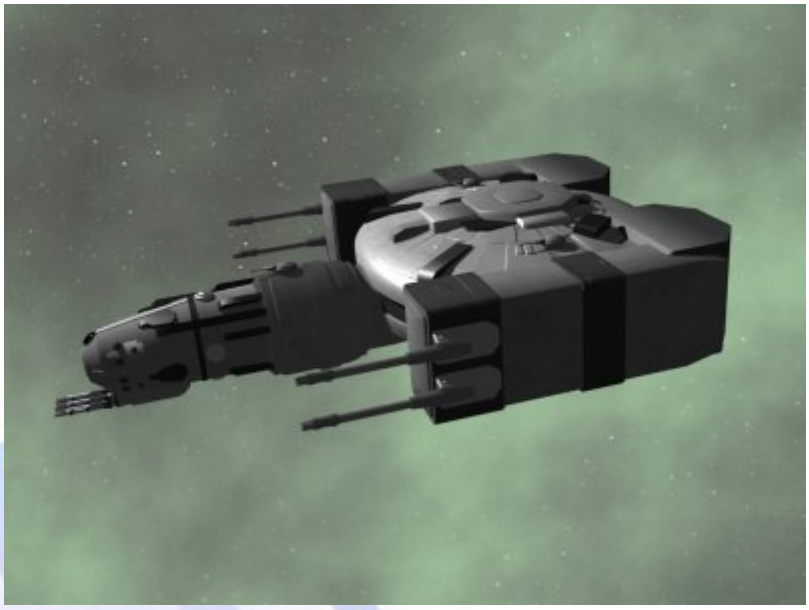
Starships D6 / Duapherm Discril-class Attack



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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