Starships D6 / Inferno Class Light Destroyer



Name: Inferno Destroyer
Type: Mandalorian Inferno Class Light Destroyer
Scale: Capital
Length: 120 Meters
Skill: Capital Ship Piloting: Inferno
Crew: 150
Passengers/Troops: 100
Crew Skill: Capital Ship Piloting 6D, Capital Ship Gunnery 6D+2, Starship Shields 5D
Consumables: 6 Months
Cargo Capacity: 500 Tons
Hyperdrive Multiplier: X1
Hyperdrive Backup: X5
Nav Computer: Yes
Space: 7
Atmosphere: 350;900kmh
Maneuverability: 2D
Hull: 7D
Shields: 4D
Sensors:
- Passive: 50/2D
- Scan: 100/4D
- Search: 150/6D
- Focus: 20/8D

Cloaking Device : Mandalorian
Fighters: 6
Transports: 2

Weapons:
- 20 Medium Laser Cannon Turrets
  - Scale: StarFighter
  - Fire Arc: 10 Front, 5 Left, 5 Right, 5 Back
  - Fire Control: 3D
  - Space: 1-5/15/30
  - Atmosphere Range: 100-500/1.5/3
  - Damage: 5D
- 20 Medium TurboLaser Cannon Turrets
  - Scale: Capital
  - Fire Arc: 10 Front, 5 Left, 5 Right, 5 Back
  - Fire Control: 3D
  - Space: 3-15/36/75
  - Atmosphere Range: 6-30/36/150km

Damage: 5D

2 Tri Atomic Compression Missile Launchers (FireLinked)

Scale: Capital

Fire Arc: Front

Fire Control: 3D

Space: 2-10/30/60

Atmosphere Range: 4-24/60/120

Damage: 14D

Description: The Inferno is a small capital ship used for patrols and fleet support missions, although can be readily converted for other roles. While the Inferno is considered by the Mandalorians to be underpowered and undergunned for a capital ship, its cloaking device and atomic compression missile launchers make it a very powerful vessel in its own right. Inferno have even been used as the core of a fleet of patrol vessels when other ships have not been available, and can act in support roles by converting their modest cargo hold into fuel storage.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.
Text completely by FreddyB. Image is from Wing Commander Prophecy The Secret Missions, and is Copyright Origin Systems.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.