

## 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.

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