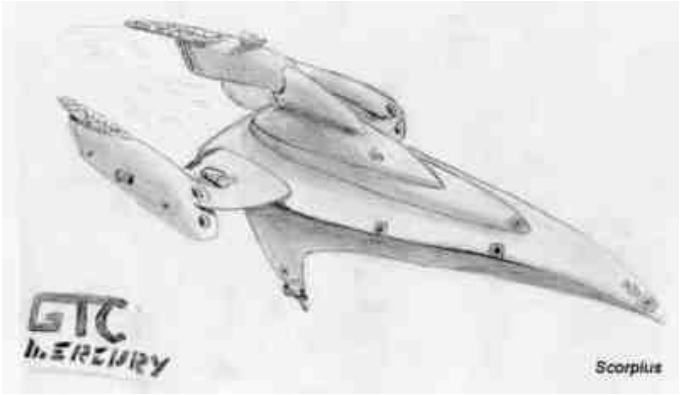
Starships D6 / Mercury Class Light Cruiser



Name: Mercury Light Cruiser
Type: Mandalorian Mercury Class Light Cruiser
Scale: Capital
Length: 500 Meters
Skill: Capital Ship Piloting: Mercury
Crew: 1500
Passengers/Troops: 500
Crew Skill: Capital Ship Piloting 6D, Capital Ship Gunnery 6D+2, Starship Shields 5D
Consumables: 6 Months
Cargo Capacity: 5,000 Tons
Hyperdrive Multiplier: X.5
Hyperdrive Backup: X2
Nav Computer: Yes
Space: 9
Maneuverability: 2D
Hull: 6D
Shields: 5D
Sensors:
- Passive: 50/2D
- Scan: 100/4D
- Search: 200/6D
- Focus: 20/8D

Cloaking Device : No
Fighters: 12
Transports: 5

Weapons:
- 20 Medium Laser Cannon Turrets
  - Scale: StarFighter
  - Fire Arc: 5 Front, 5 Left, 5 Right, 5 Back
  - Fire Control: 3D
  - Space: 1-5/15/30
  - Atmosphere Range: 100-500/1.5/3km
  - Damage: 5D
- 10 Medium TurboLaser Cannon Turrets
  - Scale: Capital
  - Fire Arc: 5 Front, 2 Left, 2 Right, 1 Back
  - Fire Control: 3D
  - Space: 3-15/36/75
  - Atmosphere Range: 6-30/36/150km
  - Damage: 5D
- 20 Heavy TurboLaser Cannon Turrets
  - Scale: Capital

Fire Arc: 4 Front, 5 Left, 5 Right, 5 Back
Fire Control: 3D
Space: 3-15/36/75
Atmosphere Range: 6-30/36/150km
Damage: 6D

5 Medium Ion Cannon Turrets
Scale: Capital
Fire Arc: 2 Front, 1 Left, 1 Right, 1 Back
Fire Control: 4D
Space: 1-10/25/50
Atmosphere Range: 2-20/50/100km
Damage: 4D

6 Atomic Compression Missile Launchers
Scale: Capital
Fire Arc: 5 Front, 1 Back
Fire Control: 3D
Space: 2-10/30/60
Atmosphere Range: 4-24/60/120km
Damage: 12D

Description: The Mercury is a high speed light cruiser, used for intercepting enemy battle groups, and for high speed strikes against enemy positions. Although lightly armed, its speed, manueverability and its carefully laid out fields of fire mean that it can take on an Imperial Star Destroyer without too much concern.

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