

Starships D6 / Zenid Defence Typhoon

Name: Typhoon Battle Ship

Type: Zenid Defence Typhoon Class Battle Ship

Scale: Capital

Length: 1.2 Kilometers

Skill: Capital Ship Piloting; Typhoon

Crew: 32,000, Skeleton; 8,000/+10

Passengers/Troops: 8,000

Consumables: 2 Years

Cost: 1.7 Million (used)

Cargo Capacity: 12,000 tons

Hyperdrive Multiplier: x6

Hyperdrive Backup: x24

Nav Computer: Yes

Space: 3

Hull: 10D

Shields: 2D

Sensors:

Passive: 25/0D

Scan: 50/1D

Search: 75/2D

Focus: 5/3D

Fighters: 6

Transports: 3

Weapons:

24 Concussion Missile Launchers (6 missiles each)

Fire Arc: Turret

Scale: Capital

Fire Control: 1D

Space: 1/3/7

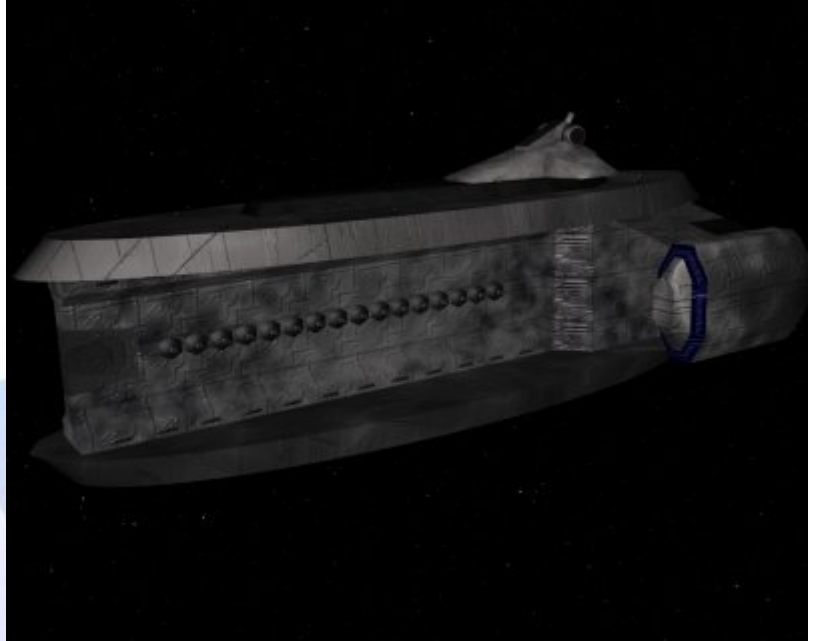
Atmosphere Range: 50-100/300/700m

Damage: 7D

32 Turbo Lasers

Scale: Capital

Fire Arc: 16 Left, 16 Right



Fire Control: 2D

Space: 3-15/36/75

Atmosphere Range: 6-30/72/150km

Damage: 5D

Description: The Typhoon Class Battle Ship from Zenid Defence is a design from the Old Republic, designed and built in the years before stability reigned across the Republic, these vessels were sold to anyone who could afford a vessel of this power for their defence. Although slow, the powerful weaponry, arranged in fields of fire to the ships sides as was common during this era, gives the vessel overwhelming advantage in conflicts of its time. The Concussion Missiles especially gave the vessel the ability to hammer opponents, and although limited by ammunition to a far greater degree than newer designs, the Typhoon was perhaps the most decisive combat vessel of its time. The main disadvantage of the Typhoon class, is its total inability to fight Starfighters, and its poor sensor range. Few of these vessels survive, but their size and tough armour make them prime candidates for refitting into front line combat vessels once more.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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