Starships D6 / Shrike Class Transport

Name:
Shrike Assault Transport
Type: Mandalorian Shrike Class Transport
Scale: Starfighter
Length: 36 Meters
Skill: Starfighter Piloting - Shrike
Crew: 1 + 1 Gunner
Passengers: 10
Crew Skill: Starfighter Piloting 6D, Starship Gunnery 6D+2, Starship Shields 5D
Consumables: 6 Months
Cargo Capacity: 50 Tons
Hyperdrive Multiplier: X1
Hyperdrive Backup: X10
Nav Computer: Yes
Space: 6
Atmosphere: 350;900kmh
Maneuverability: 2D
Hull: 4D
Shields: 3D
Sensors:
- Passive: 30/1D
- Scan: 60/2D
- Search: 90/3D
- Focus: 15/5D

Cloaking Device : No

Weapons:
- 4 Heavy Laser Cannons (Firelinked)
  - Fire Arc: Front
  - Fire Control: 3D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 7D
- Heavy Ion Cannon
  - Fire Arc: Turret
  - Fire Control: 4D
  - Space: 1-3/7/36
  - Atmosphere Range: 100-300/700/3.6km
  - Damage: 4D

2 Atomic Compression Missile Launchers

Fire Arc: Front

Fire Control: 3D

Space: 1/3/7

Atmosphere Range: 100/300/700

Damage: 12D

Description: The Shrike transport is the standard Mandalorian military shuttle/transport, filling a similar role to the Lambda and Sentinel class shuttles. Although not as dangerous as the Devestator transport, the Shrike is also much cheaper so is more common and used more widely. The only complaint about the Shrike has been its size, it is longer and wider than many other transports, and has little capacity for that size.

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