Starships D6 / Orbital Space Defense Mine

Orbital Space Defense Mine

For years, many planets have modified various space mines and satellites for use as a planetary defense weapon. Most are either remote controlled and/or have a droid brain programmed to passively scan during "quiet" times for any specific targets that the owners may have placed in its memory. During an attack the mines switch from passive modes to active mode and begin scanning actively for any hostile craft (this is usually done by a signal sent from the planet, often including details needed for identifying a likely target). Once the mine acquires a target, it powers up its solid-fuel boosters and rockets toward it (note that once the boosters are ignited, they cannot be turned off and they will only burn for 5 rounds until all the solid-fuel is burnt off). Once the mine reaches a distance of at least 15 space units from the target (depending on whether or not there is still solid-fuel to carry it any closer or not), the mine detonates its powerful fusion warhead.

Model: Paliir Industries DefenSat-A Space Mine
Type: Anti-starship defense mine
Scale: Starfighter
Skill: Space mines: DefenSat-A
Crew: Droid brain
Crew Skill: Space mines 4D, sensors 5D, capital ship gunnery 4D
Cost: 250,000 (new), 95,000 (used)
Maneuverability: 3D
Space: 8 (only mobile when homing in on target)
Hull: 2D
Sensors:
- Passive: 20/2D
- Search: 100/4D
- Sensor Mask: +2D to Difficulty to detecting mine

Weapons:
Thermo-Nuclear Warhead
- Fire Arc: All
- Scale: Capital
- Skill: Capital ship gunnery
- Space Range: 2-7/15/25
- Atmosphere Range: 200-700/1.5/2.5 km
- Damage: 9D/6D/3D

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