Starships D6 / Delta Escort Shuttle

Delta Escort Shuttle

In order to cheaply protect smaller convoys without diverting capital ships from other areas where they may be needed more, the Empire contracted Cygnus Spaceworks to develop a new type of starship which incorporated the design aspects of a light transport and an escort starship. Cygnus modified the design of the Lambda-class shuttle, using it as the basis of the new Delta-class.

In form, the Delta-class shuttle appears to be a highly modified Lambda. The main body was extended an extra four meters, allowing room for larger engines and shield generators. The wings were sloped forward, with a double laser cannon on the end of each one. The internal cargo space was reduced with the addition of larger generators, allowing for only 60 metric tons of cargo to be carried. When on escort/cargo duty, the Delta-class shuttle usually carries a squad of troops (usually standard Imperial Army troopers).

Craft: Cygnus Spaceworks' JV-7 Delta-class Escort Shuttle
Type: Escort shuttle
Scale: Starfighter
Length: 24 meters
Skill: Space Transports Piloting: Delta shuttle
Crew: 2; Gunners: 5; Skeleton: 1/+10
Crew Skill: Space Transports 5D, Starship Gunnery 5D, Starship Shields 4D, Astrogation 4D
Passengers: 10
Cargo Capacity: 60 metric tons
Consumables: 3 months
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D+1
Space: 6
Atmosphere: 295; 850 kmh
Hull: 4D+1
Shields: 3D
Sensors:
- Passive: 20/1D
- Scan: 40/2D
- Search: 80/2D+2
- Focus: 3/3D

Weapons:
4 Laser Cannons

Fire Arc: 3 front, 1 back
Crew: 1
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

3 Double Laser Cannons (fire-linked)
Fire Arc: Front
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D+1
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3 km
Damage: 5D

Concussion Missile Launcher
Fire Arc: Front
Crew: 1 (same gunner as double laser cannons)
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 9D

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Ryan Matheny,Overlord, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.