Starships D6 / Chmmr Avatar

Chmmr Avatar

Craft: Chmmr Avatar
Type: Battle cruiser
Scale: Capital
Length: 260 meters
Skill: Capital Ship Piloting: Chmmr Avatar
Crew: 30; Gunners: 5; Skeleton: 1/+15
Crew Skill: Astrogation 4D+2, capital ship gunnery 5D, capital ship piloting 6D, sensors 4D+1
Cargo Capacity: 450 metric tons
Consumables: 1 year, 2 months
Hyperdrive Multiplier: x4
Nav Computer: Yes
Manuverability: 1D+2
Space: 4
Atmosphere: 280; 800 kmh
Hull: 7D
Sensors:
- Passive: 10/0D
- Scan: 20/2D
- Search: 50/3D
- Focus: 4/4D

Weapons:
Super Laser
- Fire Arc: Front
- Crew: 3
- Scale: Death Star
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 1-5/10/20
- Atmosphere Range: 2-10/20/40 km
- Damage: 1D

Tractor Beam
- Fire Arc: Turret
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 4D
- Space Range: 2-10/25/35
- Atmosphere Range: 4-20/50/70 km
- Damage: 6D

Starfighter Complement:

Three ZapSats

Scale: Capital
Crew: 1 droid brain
Crew Skill: Capital Ship Gunnery 7D
Length: 10 meters
anuverability: 2D
Space: 0 (stays in fixed orbit of Avatar)
Hull: 2D
Sensors:
Passive: 30/1D
Scan: 40/2D
Search: 70/3D+2
Focus: 5/4D+1
Weapons:
Heavy Laser Cannon
Fire Arc: Turret
Crew: 1 (droid brain)
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/10/20
Atmosphere Range: 2-10/20/40 km
Damage: 5D+2 (homes in on any missles or hostile ships approaching '
Avatar)

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