Starships D6 / FNASS Eagle

Eagle
Craft: FNASS Eagle
Type: fleet starfighter carrier
Scale: capital
Dimensions: length 203.3 m, beam 32.1 m
Crew: 716, gunners: 34
Passengers: up to 252 (pilots and other aircrew)
Cargo: 215 tons (not including hangars)
Consumables: 14 months
Hyperdrive: none
Maneuverability: 0D+1
Space: 3
Hull: 2D+1
Shields: 0D+2
Sensors: 10/0D; 15/0D+2; 25/1D; 1/1D+2
Weapons:
9 Light Laser Cannons
    Fa: 2 f-p, 2 f-s, 2 a-p, 2 a-s, 1 a
    Crew: 2
    Fc: 1D
    Space range: 2-8/25/50
    Damage: 3D+2
4 Heavy Blaster Cannons
    Fa: 2 f-p-s, 2 turret
    Crew: 2
    Fc: 0D+2
    Space range: 2-8/25/50
    Damage: 1D+2
8 Light Blaster Cannons
    Fa: 2 all
    Crew: 1
    Fc: 2D
    Scale: starfighter
    Space range: 1-3/6/10
    Damage: 3D+1
Starfighters: 21
Capsule: The Eagle was begun as a battleship, but, like the Furious, ended up in the role of a carrier. Unlike the Furious, however, the Eagle had little more than the keel laid down when the decision was made to convert her into a carrier, resulting in a much easier conversion process. Although it could be argued that the final product was inferior to the Furious in performance this has proven untrue in combat, due in large part to the Eagle's superior fighter launch and recovery systems which have resulted in far fewer accidents. The Eagle saw action in fighter strikes against HPL shipping, as well as playing a critical role in lifting the first siege of Hangin VI. The Eagle was destroyed in that action by torpedoes.

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