Starships D20 / Dezul Shipworks DSCMC Fire

Firestorm Missile Cruiser

The Firestorm missile cruisers date back several decades before the outbreak of the Clone Wars and served into the early days of the Galactic Empire before being decomissioned by the Imperial Navy who deemed it "out of date in comparison to modern warships."

The Firestorms provided combat fleets with added heavy fire from its 28 concussion missile launchers (each able to carry up to two hundred missiles for prolonged conflicts). In what was considered a standard broadside engagement, the Firestorms would bring either their port or starboard (or both if engaging multiple targets) missile batteries to bear in order to bombard the target with the most intense amount of fire possible.

However, this tactic not only brought immense firepower to bear, but also gave enemy cruisers a much larger target to hit by exposing its entire length of hull. To compensate for this flaw Dezul installed additional deflector shield generators to boost the shield power on both the port and starboard sides of the vessel, thus allowing the ship to take much more punishment while dishing out its own.

Dezul had initially hoped that the Firestorm would be cable to travel within a planetary atmosphere with ease but the first test flights of prototypes showed that the extensive repulsorlift units simply drained too much power and presented too high a risk of a complete and shipwide power failure - which would send the Firestorm hurdling torward the surface. The repulsorlift units were not included in the final design variant.

Craft: Dezul Shipworks' DSCMC "Firestorm"
Class: Capital
Cost: Not available for sale
Size: Huge (416 meters long)
Crew: Minimum 950, maximum 3,922 (Skilled +4)
Passengers: 80 (troops)
Cargo Capacity: 20,000 metric tons
Consumables: 2 years
Hyperdrive: x3.2 (backup x18)
Maximum Speed: Cruising
Defense: 18 (-2 size, +10 armor)
Shield Points: 100, 200 (port and starboard)
Hull Points: 500
DR: 15

Weapon: Turbolaser cannons (10)
Fire Arc: 5 front, 2 left, 2 right, 1 back
Attack Bonus: +6 (-2 size, +4 crew, +4 fire control)
Damage: 3d10x5
Range Modifiers: PB -4, S -2, M/L +0

Weapon: Concussion missile launchers (28)
Fire Arc: 3 front, 12 right, 12 left, 1 back
Attack Bonus: +4 (-2 size, +4 crew, +2 fire control)
Damage: 7d10x5
Range Modifiers: PB -4, S -2, M +0, L n/a

Weapon: Tractor beam projectors (5)
Fire Arc: 1 front, 2 left, 2 right
Attack Bonus: +8 (-2 size, +4 crew, +6 fire control)
Damage: Special
Range Modifiers: PB -4, S -2, M/L n/a

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