Starships D6 / Dezul Shipworks DSCMC Fires

Model: Dezul Shipworks' DSCMC "Firestorm"
Type: Missile cruiser
Scale: Capital
Length: 416 meters
Skill: Capital ship piloting: Firestorm missile cruiser
Crew: 3,850, gunners: 72, skeleton: 950/+15
Crew Skill: Astrogation 3D, capital ship gunnery 4D, capital ship piloting 4D+2, capital ship shields 4D, sensors 3D
Passengers: 80 (troops)
Cargo Capacity: 20,000 metric tons
Consumables: 2 years
Cost: Not available for sale
Hyperdrive Multiplier: x3.2
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 5D
Shields: 1D (2D on port and starboard sides)
Sensors:
- Passive: 35/0D
- Scan: 65/1D
- Search: 130/3D
- Focus: 3/3D+2

Weapons:
10 Turbolaser Cannons
- Fire Arc: 5 front, 2 left, 2 right, 1 back
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 1D+2
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 3D

28 Concussion Missile Launchers
- Fire Arc: 3 front, 12 right, 12 left, 1 back
- Crew: 2
- Skill: Capital ship gunnery
- Ammo: 200 each
- Fire Control: 1D
- Space Range: 2-12/30/60
- Atmosphere Range: 4-24/60/120 km
- Damage: 7D

5 Tractor Beam Projectors
- Fire Arc: 1 front, 2 left, 2 right

Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D

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