Starships D6 / Banshee Victory II Star Destro

Banshee Victory II Star Destroyer

The Banshee, a development of the KDY/Sienar Siren Pacification cruiser was proposed not long after the completion of the first Siren prototype and it's successfull use at the Invasion of Desstrix. Though Imperial fleet command saw it as too expensive to manufacture in any substantial numbers as so was not put into production... by the fleet... an unknown high-ranking officer in the IDB (Imperial Destabilisation Branch) did see the Banshee blueholos and saw it's potential in IDB operations and particularly as an IDB mobile base. Thus the IBD commissioned KDY to refit a single Rendili Stardrives Victory II to Banshee specifications...

The Banshee is fitted with a large ventral turret containing an improved, more powerfull version of the Siren's terror-inducing Hurlothrumbic Generator.

Craft: KDY/Rendili StarDrive's Banshee-class Victory II
Type: Banshee-class terror cruiser
Scale: Capital
Length: 800 meters
Crew: 5,900, gunners: 222; skeleton: 2150/+10
Passengers: 200 (troops), 250 (IDB agents)
Cargo Capacity: 3,000 metric tons
Consumables: 4 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 4D+2
Shields: 3D
Sensors:
- Passive: 40/1D
- Scan: 70/2D
- Search: 150/3D
- Focus: 3D+2

Weapons:
10 Turbolaser Cannons
- Fire Arc: 5 left, 5 right
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 1D
- Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km
Damage: 7D

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

6 Ion Cannons
Fire Arc: 3 left, 3 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100
Damage: 4D

3 Tractor Beam Projectors
Fire Arc: 1 front, 1 left, 1 right
Crew: 2(1), 4(1), 10(1)
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D

Hurlothrumbic Generator
Fire Arc: Ventral turret
Crew: 50
Scale: Death Star
Skill: Battlestation gunnery
Fire Control: 2D
Space Range: 2(low orbit)/5(high orbit)/7
Damage: +25/+20/+15
Game Notes: The 'Damage' ratings for the generator are the increases in difficulty anyone subjected to the generator suffers to ALL their actions due the Hurlothrumbic waves (only 'life' is effected, not droids for example).

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