

## Starships D6 / Loronar Death Strike Cr

### Death Strike Cruiser

The Yuuzhan Vong have proven that a new generation of weapons is finally needed. At the top of the list of requirements for these new weapons is greater range. With this in mind, the Empire made a request for proposals: "All new weapons must use an existing hull and have greater range and firepower in their main weapon than a Heavy Turbolaser Battery."

The Death Strike is Loronar's entry. Based on the highly successful Strike Cruiser, its Superlaser is the smallest ever built. It can provide sustained and devastating fire support.

Craft: Loronar Death Strike Cruiser

Type: "Death Strike"-class superlaser cruiser

Scale: Capital

Length: 450 meters

Skill: Capital Ship Piloting: "Strike"-class cruiser

Crew: 1,987 gunners: skeleton: 800/+10

Crew Skill: Capital Ship Gunnery 4D+2, Capital Ship Gunnery: Superlaser 6D,  
Capital Ship Piloting 5D, Capital Ship Shields 3D+2

Passengers: 80 (troops)

Cargo Capacity: 3,000 metric tons

Consumables: 1.5 years

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Manueverability: 2D

Space: 6

Hull: 6D

Shields: 3D ("Death Strike" has 2D backup shields)

Sensors:

Passive: 30/0D

Scan: 50/1D

Search: 100/2D

Focus: 4/3D

Weapons:

## 20 Turbolasers

Fire Arc: 5 front, 5 back, 5 left, 5 right

Crew: 2

Skill: Capital Ship Gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150km

Damage: 5D

## Centrifugal Superlaser

Fire Arc: Front

Crew: 12

Skill: Capital Ship Gunnery: Superlaser

Fire Rate: 1/6

Fire Control: 6D

Space Range: 3-30/70/150

Damage: 15D

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