Starships D6 / Loronar Death Strike Cruiser

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. Wtih 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 every 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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