Starships D6 / Defiant Assault Gunship

Defiant Assault Gunship

The crowning achievement of the Pyrosa Hive of militant Verpine rebels, this ship is as deadly as it is experimental. The Pyrosa Hive has long considered their brethren within the Roche Hive to be much too complacent in regard to the Imperial threat and have thrown their support behind the infamous Justice Action Network. Turning their formidable technical expertise to producing a true warship to assault the Empire with, the Pyrosa Hive has produced one of the deadliest warships ever built. Mounting immensely powerful pulse laser cannons and the highly experimental (and unstable) hypermatter torpedo, this ship safely outguns anything short of a star destroyer. Backing up this formidable main armament are four heavy particle streamers which fire continuous beams of high-energy charged particles which disrupt enemy shielding and rip deeply into armor plating. Lastly are a pair of aft-mounted proton torpedo launchers specially modified for incredible range and accuracy. The ship also carries some of the heaviest armor and shielding ever mounted on a vessel this size. Along with a massive engine array and relatively huge power core, this little vessel would stand out like a beacon on sensor packages if not for the final innovation added to this ship, an advanced stealthing system which makes the vessel practically invisible visually and on sensors while active. When inactive the massive power core does indeed stand out like a luma-flare, but while stealthed the vessel is nearly impossible to track. Unfortunately none of its weapons can fire while the stealth system is active, but this is considered a small price to pay for the vast advantages the system provides. Thus far there is only one of these ships, the cost for building it being truly astronomical. Just one Defiant-Class gunship costs fully half of a fully-stocked Imperator-Class Star Destroyer!

Craft: Pyrosa Hive Staryard's Defiant-Class Advanced Assault Gunship
Type: Experimental Assault Craft
Scale: Capital
Length: 120 meters
Skill: Capital Ship Piloting: Defiant assault gunship
Crew: 50, Gunners: 1, Skeleton: 7/+15
Passengers: 8
Cargo Capacity: 50 metric tons
Consumables: 1 month
Hyperdrive: x.75
Hyperdrive Backup: x4
Space: 10
Atmosphere: 415; 1,200 kmh
Hull: 6D
Shields: 4D
Stealth Systems: Active Stealth System provides +12D to detect with sensors at any range. Weapons may not be used while stealth systems are active. Super-

Heavy power core provides +6D to detect when stealth systems are inactive.
Sensors:
- Passive: 25/2D
- Scan: 50/3D
- Search: 100/4D
- Focus: 5/5D

Weapon Systems:
2 Quad-Mount Pulse Lasers (fire-linked)
- Fire Arc: Forward
- Skill: Capital Ship Gunnery
- Crew: 1 (Tactical Officer)
- Fire Control: 4D
- Space Range: 3-15/35/75
- Atmosphere 6-30/70/150km
- Damage: 12D

4 Heavy Particle Streamers
- Fire Arc: Turret (2 dorsal, 2 ventral)
- Skill: Capital Ship Gunnery
- Crew: 1 (Tactical Officer)
- Fire Control: 5D
- Space Range: 3-15/35/75
- Atmosphere: 6-30/70/150
- Damage: 6D

Hypermatter Torpedo Launcher
- Fire Arc: Forward
- Skill: Capital Ship Gunnery
- Crew: 1 (Tactical Officer)
- Ammunition: 25
- Fire Control: 4D
- Space Range: 6-30/70/150
- Atmosphere Range: 12-60/140/300 km
- Damage: 15D

2 Proton Torpedo Launchers
- Fire Arc: Back
- Skill: Capital Ship Gunnery
- Crew: 1 (Tactical Officer)
- Ammunition: 50 total
- Fire Control: 4D
- Space Range: 6-30/70/150
- Atmosphere Range: 12-60/70/300
- Damage: 9D

Support Craft:
2 Katarn Class Boarding Shuttles
2 Mu-2 Class Long Range Shuttles

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Daniel Haughton, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.