Starships D6 / Strike II Cruiser

Strike II Cruiser

With the Strike cruiser being the economical powerhouse that it is The New Empire envisioned it as the center of its Navy. However, the Strike cruiser exhibited some short falls, including its vulnerability due to its modular design and its inability to overcome New Republic battle cruisers effectively. So a second generation Strike cruiser was ordered to be constructed.

In the Strike II cruiser the entire turbolaser batteries have been replaced by thirty heavy turbolaser batteries for increased offensive capabilities against Republic cruisers. Furthermore, shielding capabilities have been bolstered and auxiliary shields have been installed to make better its defensive faculties. Additionally, system reroutes have been installed to ensure that a well placed hit does not disable entire systems, a previous vulnerability with the type of modular design used in the Strike I cruiser.

The Strike II still has all the optional designs that the Srike I had and carries an equal amount of ground assault units. The real difference lies in its ship-to-ship superiority.

The New Empire rightfully placed the strike cruiser at the focal point of its Navy not only are they formidable opponents in space they can also serve as planatary assault vessels. Additionally they are easily modified for numerous specialized operations and this is probably their greatest asset.

Craft: Lornonar Strike II Cruiser
Type: Strike II-class Medium Cruiser
Scale: Capital Ship
Length: 450 meters
Skill: Capital ship piloting: Strike cruiser
Crew: 1,900; Gunners: 80, Skeleton: 750/+10
Crew Skill: Astrogation 4D, Capital ship piloting 5D+1, Capital ship shields 4D, Sensors 4D+2, Capital ship gunnery 5D
Passengers: 340 (troops)
Cargo Capacity: 6,000 metric tons; 1,500 cubic meters
Consumables: 2 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 2D
Space: 6

Atmosphere: 330; 950 kmh
Hull: 6D
Shields: 3D (3D backup)
Sensors:
- Passive: 50/1D
- Scan: 100/3D
- Search: 200/4D
- Focus: 6/4D+2

Weapons:
30 Heavy Turbolaser Batteries
- Fire Arc: 15 front, 6 right, 6 left, 3 back
- Crew: 1 (15), 2 (15)
- Skill: Capital ship gunnery
- Fire Control: 1D
- Space Range: 10-30/60/90
- Atmoshpere Range: 20-60/120/180 km
- Damage: 9D

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

10 Ion Cannons
- Fire Arc: 6 front, 2 left, 2 right
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 5D
- Space Range: 12-35/70/100
- Atmospher Range: 24-70/140/200 km
- Damage: 4D

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Assem Masri, 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.