Starships D6 / Stilletto Light Cruiser

Stilletto Light Cruiser

As the Empire was pushed back from its territory by the New Republic it began to use fewer frontal offensive tactics. Commerce raiding and "hit-and-fade" attacks became the most efficient uses of ships. Damorian Manufacturing recognized that it's "Carrack" had some attributes that would make it useful in these roles, but not the weaponry. Damorian then set about to design a new light cruiser ideally suited for raiding.

The "Stilletto" has an extremely narrow triangular design which immitates the "Imperial" Star Destroyer and "Interdictor" cruiser. It still retains the phenominal speed and hull strength of the "Carrack" while overcoming the "Carrack"'s deficiencies. A full sqaudron of fighters is carried on external racks recessed into the keel. Ion Cannons and Concussion Missiles allow it to take on larger vessels, and Medium Turbolasers can target enemy starfighters and capital ships.

Craft: Damorian Manufacturing's "Stilletto"-class light cruiser
Type: Light cruiser
Scale: Capital
Length: 400m
Skill: Capital Ship Piloting: Stilletto
Crew: 1,105 gunners: 105 skeleton: 523/+10
Crew Skill: Astrogation 3D+2, Capital Ship Gunnery 4D+2, Sensors 4D+1
Capital Ship Piloting 4D+1, Capital Ship Shields 4D,
Passengers: 150 (troops)
Cargo Capacity: 1,500 metric tons
Consumables: 1 year
Hyperdrive Multilier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Manueverability: 2D
Space: 8
Hull: 5D
Shields: 3D ("Stilletto" has 2D backup shields)
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 100/2D
Focus: 4/3D
Weapons:
20 Medium Turbolasers
Fire Arc: 6 front, 6 left, 6 right, 2 back
Crew: 2

Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150km
Damage: 5D

4 Ion Cannons
Fire Arc: Front
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60km
Damage: 4D

4 Concussion Missile Tubes
Fire Arc: Front
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120km
Damage: 9D

2 Tractor Beam Projectors
Fire Arc: 1 front/left, 1 front/right
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 1-5/15/30km
Damage: 4D

Carried Vessels:
12 TIE/ln (or later recon. fighters)

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