Starships D6 / New Republic Shark Torpedo C

New Republic Shark Torpedo Cruiser

The SH46 was designed shortly before the time of the Reborn Emporer. Only 5 were made before the battle of Mon Calamari and three under way during the attack were eaten alive by the Empire's World Devastators to fuel the war engines in their onsalught of the ocean world. The ship was based off a combination of the MC80B and the old Republic Torpedo Cruisers. The SH46 has a long slender tadpole like form down the back with curving winglike extensons carrying come of the fire power and additional engines. The bow is brunt and wide adding to the name sake. The ship carries a large amount of concussion missiles supplemented by turbolaser batteries and the ship is by itself a floating firestop. However the SH46 works best while supplementing a fleet with it's misisles and using it's turbolasers only to defend itself against attack.

Craft: Mon Calamari SH46 Shark Torpedo Cruiser
Type: Torpedo cruiser
Scale: Capital
Length: 1,750 meters
Skill: Capitalship piloting: Torpedo Cruiser
Crew: 5156, gunners: 249, skeleton: 1230/+10
Crew Skill: Astrogation 4D, capital ship gunnery 5D+1, capital ship piloting 6D, capital ship shields 5D, sensors 3D+1
Passengers: 1,000 (troops)
Cargo Capacity: 12,000 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Hull: 6D
Shields: 5D*
* The SH46 has 10D of back-up shields. When a die of shield is lost, if the shield operators can make an Easy capital ship shields total, one of the back-up die codes of shields can be brought up to increase the shield back to 5D.
Sensors:
- Passive: 45/1D
- Scan: 80/2D
- Search: 125/3D
- Focus: 6/4D

Weapons:

48 Turbolaser Batteries (can be linked in 4 banks of 12)
- Fire Arc: 12 front, 12 left, 12 right, 12 back
- Crew: 1 (12), 2 (10), 3 (26)
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 4D (10D linked)

30 Quad Turbolasers
- Fire Arc: 10 front, 10 left, 10 right
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 5D

10 Ion Torpedo Tubes
- Fire Arc: 4 front, 2 left, 2 right, 2 back
- Crew: 15
- Skill: Capital ship gunnery
- Fire Control: 3D+2
- Space Range: 2-12/30/60
- Atmosphere Range: 4-24/60/120 km
- Damage: 6D (ionization)

75 Concussion Missile Tubes
- Fire Arc: 30 front, 15 left, 15 right, 15 back
- Crew: 2
- Fire Control: 3D+2
- Skill: Capital ship gunnery
- Space Range: 2-12/30/60
- Atmosphere Range: 4-24/60/120 km
- Damage: 9D

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

Starship Complement:
- 4 fighter squadrons
- 6 shuttles
- 10 troop transports

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