



Starships D6 / New Republic Shark To

New Republic Shark Torpedo Cruiser

The SH46 was designed shortly before the time of the Reborn Emperor. 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 onslaught 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 extensions carrying some of the fire power and additional engines. The bow is blunt 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 its missiles and using its 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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