Starships D6 / Penetrator Missile Cruiser

Penetrator Missile Cruiser

Seeing the need to introduce a new cruiser into the PDF to boost its image as a capable military force and the need to incorporate the new cruise missiles into the Navy, the PDF contracted Kashan Systems to design a new missile cruiser.

The Penetrator-class dedicated missile cruiser was designed with the sole purpose of planetary assaults in mind. The Penetrator will enter the upper atmosphere of a target planet and launch cruise missiles at specified points within its range. When armed with nuclear weaponry, a single Penetrator can lay waste to a planet with its cruise missiles, leaving most of it in a radioactive state.

Craft: Kashan Systems KS-1341 "Penetrator"
Type: Dedicated missile cruiser
Scale: Capital
Length: 351 meters
Skill: Capital ship piloting: Penetrator missile cruiser
Crew: 315, gunners: 56, skeleton: 78/+15
Crew Skill: Astrogation 4D, capital ship gunnery 5D, capital ship piloting 5D, capital ship shields 4D, sensors 4D+1, starship gunnery 4D+2
Passengers: 40 (troops)
Cargo Capacity: 6,500 metric tons
Consumables: 3 years
Cost: 34.87 million (new)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 280; 800 kmh
Hull: 4D+2
Shields: 2D
Sensors:
- Passive: 40/1D
- Scan: 85/2D
- Search: 150/3D
- Focus: 6/5D

Weapons:
7 Turbolasers
- Fire Arc: 2 front, 2 left, 2 right, 1 back
- Crew: 2
- Skill: Capital ship gunnery

Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D

4 Quad Laser Cannons
Fire Arc: 2 dorsal turret, 2 ventral turret
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

12 Concussion Missile Launchers
Fire Arc: 3 front, 4 left, 4 right, 1 back
Crew: 2
Skill: Capital ship gunnery
Ammo: 25 each
Fire Control: 3D+2
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 9D

2 Cruise Missile Launchers
Fire Arc: Front
Crew: 6
Skill: Capital ship gunnery
Ammo: 4 each
Fire Rate: 1
Fire Control: 5D
Space Range: 1-25/100/250
Atmosphere Range: 2-50/200/500 km
Damage: Varies by warhead type
Game Notes: Missiles available for use include the TCM I and TCM II which can both have variants suited for use in a vacuum. The TCM I does 3D/2D/1D capital scale damage with a blast radius of 30/20/10 meters. The TCM II carries a high-yield nuclear warhead and does 7D/5D/3D/1D physical damage AND 4D/3D/2D/1D (ionization) EMP damage over a 25/12/7/3 space unit and 50/25/15/5 atmospheric blast radius (radiation rules also apply).

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