Starships D6 / Jquille Missile Frigate (revised

J`quille Missile Frigate (revised)

The J`Quille missile frigates are refitted old clunkers of dreadnoughts. They have been equipped with concussion missile launchers and nuclear warhead launchers for planetary bombardment. Each clan builds their own missile frigates and thus no two Missile frigates are exactly alike making it all but impossible to perform surgical strikes. The vessel's nuclear launchers are concealed until launch is imminent then the bulkheads spin over to reveal the launchers and present them to the planet the craft orbits.

These craft usually move in large groups and quickly pummel a planet back to the stone age before space forces can arrive. But in case enemy space forces do arrive the craft are fitted with turbolasers and concussion missiles to deal with space threats.
The craft may be slow and not very maneuverable but they can take a beating and dish one out.

These Craft though seem ridiculous have been realized by various RanCorp naval officers and have been put into service in the mainstay of the J`Quille's home sector, the H`kebra sector.

Craft: Various Clan stardrives missile frigate
Type: Heavy cruiser
Scale: Capital
Length: 800 meters
Skill: Capital ship piloting: Dreadnought
Crew: 16,116, gunners: 100
Crew Skill: Astrogation 4D+1, capital ship gunnery 4D+2, capital ship piloting 4D+2, capital ship shields 4D+2, sensors 4D, missile weapons 5D+2
Passengers: 300 (troops)
Cargo Capacity: 900 metric tons
Consumables: 2 years
Cost: Not available for sale to civilians
Hyperdrive Multiplier: x2
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: 1D
Space: 3
Hull: 5D+1
Shields: 1D+2
Sensors:
- Passive: 30/0D
- Scan: 50/1D
- Search: 100/3D

Focus: 4/3D

Weapons:

10 Turbolaser Cannons

Fire Arc: variable

Crew: 1(5), 2(5)

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Damage: 2D

25 Concussion Missile Tubes

Fire Arc: variable

Crew: 2

Fire Control: 3D+2

Skill: Missile Weapons

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

6 Apocalypse Class Nuclear Warhead Launchers (10 warheads in each)

Fire Arc: planetary bombardment

Scale: capital

crew: 15

Fire Control:1D+2

skill: missile weapons: nuclear launcher (-2d penalty without specialization)

Atmosphere Range: 4-24/60/120 km

Blast Radius (in km): 2-5/7-11/13

Damage: 7D/5D+2/4D

Starfighter Complement: 1 squadron

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