



Starships D6 / Gwirekon Pirates Light C

Gwirekon Pirates Light Cruiser

The Gwirekon Pirates' main larscale ship and the bulk of the force they use to terrorize the outer rim and expanse. It is a long boxy looking craft with many sharp dagger and needlelike projections in the front sticking out from a section of thick hull plates. This cruiser's main arsenal is its ion cannons and tractor beams to assist it in raids on transports and freighters.

Model: Gwirekon Pirates Light Cruiser

Type: Light Battle Cruiser

Scale: Capital

Length: 700 meters

Skill: Capital ship piloting: light cruiser

Crew: 1,021; Gunners: 130; Skeleton: 500/+10

Crew Skill: Capitalship Piloting: light cruiser 6D+1, Capitalship gunnery 5D+2, Sensors 5D, Communications 6D

Passengers: 1,000 (troops)

Cargo Capacity: 9,000 metric tons

Consumables: 1 year

Cost: Not available for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x14

Nav Computer: Yes

Maneuverability: 1D+1

Space: 7

Hull: 4D+1

Shields: 2D+2

Sensors:

Passive: 75/1D+2

Scan: 125/3D+2

Search: 250/5D

Focus: 6/6D+2

Weapons:

15 Turboblasters

Fire Arc: 5 front, 3 left, 3 back, 4 rear

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 2-6/24/50 km

Damage: 4D

20 Quad Laser Cannons

Fire Arc: 5 front, 5 left, 5 right, 5 back

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

40 Ion Cannons

Fire Arc: 15 front, 10 left, 10 right, 5 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

4 Tractor Beam Projectors

Fire Arc: 3 front, 2 left, 2 right, 1 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D+2

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D+2

Starfighter Complement:

2 squadrons (various starfighters)

6 metroid assault shuttles

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All text and stats by Dave Maloney, HTML and logos done by FreddyB

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