



## Starships D6 / Pheonix Anti-Starfighter

### Pheonix Anti-Starfighter Ship

Using the clawbird design as a cover RanCorp took it's REAL cue from the Ssi-ruuvi. The massive swarms of the Ssi-ruuvi battle droid starfighters would decimate most forces. An anti-starfighter design was needed, one better than the Imperial Lancer frigate. The one created was disguised as a salvage ship so enemies wouldn't bother with it, but in reality the cutting lasers had been replaced by real lasers and disguised, and 75 concussion missile camouflaged. The result is a nasty surprise RanCorp is waiting patiently to reveal.

Craft: RanCorp Phoenix-class missile ship

Type: anti-Starfighter ship

Scale: Capital

Length: 900 meters

Crew: 800; gunners: 416

cost: not for sale

Passengers: 1,278 (troops)

Cargo Capacity: 2,000 metric tons

Consumables: 3 years

Hyperdrive: x2

Hyperdrive Backup: x12

Manueverability: 1D

Space: 4

Hull: 5D

Shields: 2D

Sensors:

Passive: 40/1D

Scan: 70/2D

Search: 150/3D

Focus: 4/3D+2 (+2D for detecting useful metals)

Weapons:

16 Turbolasers

Fire Arc: 4 front, 4 left, 4 right, 4 back

Crew: 1

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 1-3/12/25 km

Damage: 3D

400 Lasers

Fire Arc: 100 each arc

Crew: 1

Scale: Starfighter

Skill: starship gunnery

Fire Control: 2D

Atmosphere Range: 2-4/6/10

Damage: 5D

75 Concussion Missile Tubes

Fire Arc: 25 Front, 20 left, 20 right, 10 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

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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

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