Starships D6 / Pheonix Anti-Starfighter Ship

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one created was disguised as a salvage ship so enemies wouldn't bother with it, but in reality the cutting lasers had been replaced by real lasers and disguised, and 75 concussion missile camoflauged. 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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