Starships D6 / Terror Gunship

Terror Gunship

The Terror-class Gunship is a somewhat awe inspiring sight. Double Turbolaser batteries run out along the hull like fountains of destruction. Each battery is capable of bloodying the nose of almost any ship smaller than a Star Destroyer. The fourteen of them put together makes the Terror inspire it's namesake quite well. If the fourteen double turbolaser batteries weren't enough, two decimator missile batteries sit on the nose of this awesome craft, capable of releasing a spread of destructive energy that would rip even an Imperial Star Destroyer to shreds Black Sun itself actuqaly bought two dozen of these ships to help protect their more important and less than legal convoys. Fortuantely for the spacelanes of the galaxy most pirates can't afford to purchase these ships and none have been known to have ever been succesfully captured.

Craft: Verdant Spaceworks' Terror-class Gunship
Type: Medium cruiser
Era: Shadows of the Empire +
Scale: Capital
Length: 591 meters
Skill: Capital ship piloting: Terror Gunship
Crew: 127, gunners: 25, skeleton: 75/+10
Crew Skill: Astrogation 4D+2, capital ship gunnery 5D, capital ship piloting 5D, capital ship shields 4D+1, sensors 4D, starship gunnery 4D+2
Cargo Capacity: 1,000 metric tons
Cost: 5.9 million (new)
Consumables: 1 year
Hyperdrive Multiplier: x2
Nav Computer: Yes
Manuverability: 1D
Space: 5
Hull: 5D
Sensors:
- Passive: 15/0D
- Scan: 40/1D
- Search: 80/2D
- Focus: 2/3D

Weapons:
14 Double Turnolaser Batteries
- Fire Arc: Front
- Crew: 12
- Skill: Capital ship gunnery
- Fire Rate: 1/3

Space Range: 1-10/20/40
Atmosphere Range: 2-20/40/80 km
Damage: 8D

2 Decimator Missile Batteries
Fire Arc: Front
Crew: 3
Scale: Death Star
Fire Control: 3D
Space Range: 1-25/100/250
Atmosphere Range: 2-50/200/500 km
Blast Radius(space): 25/12/7/3
Blast Radius(atmopshere): 50/25/15/5 km
Damage: 2D/1D+2/1D+1/1D
Game Notes: Leaves intense radiation cloud in blast radius for 10 rounds after explosion. Any ships entering this cloud lose 1D from their hull code each round they are in the cloud.

Starfighter Complement: 1 squadron

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