Starships D6 / MS Assault Carrier

MS Assault Carrier

These specialized ships were created to be small, relatively self-sufficient covert-ops ships, used for taking mobile suits behind enemy lines and launching attacks. They are capable of entering and exiting Earth's atmosphere independent of extra thrusters or booster rockets. Well armed, and with a sizable complement of mobile suits aboard, these ships are the latest in Federation technology.

Craft: Earth Federation MS Assault Carrier (MSAC)
Type: Covert Operations Assault Craft
Scale: Capital
Length: 500 meters
Skill: Capital Ship Piloting: MSAC
Crew: 903, gunners: 84, skeleton: 600/+15
Crew Skill: Capital Ship Piloting 5D, Capital Ship Gunnery 4D+1, Capital Ship Shields 3D+2
Passengers: 208
Cargo Capacity: 1,600 metric tons
Consumables: 1 yr.
Cost: Not available for sale
Hyperdrive Multiplier: x3
Hyperdrive Backup: x14
Nav Computer: Yes
Manueverablity: 2D+2
Space: 6
Hull: 5D
Shields: 4D+1
Sensors:
- Passive: 35/0D
- Search: 50/1D+1
- Scan: 65/2D
- Focus: 80/4D

Weapons:

Main Cannon:
Fire Arc: Front
Crew: 10
Scale: Capital
Skill: Capital Ship Gunnery
Fire Control: 5D+2
Space Range: 1-22/35/60
Atmosphere Range: 1-22km/35/60

Damage: 14D

Ion Cannon:
Fire Arc: Front
Crew: 5
Scale: Capital
Skill: Capital Ship Gunnery
Fire Control: 3D+2
Space Range: 1-5/15/30
Damage: 4D

2 Proton Torpedoes
Fire Arc: Rear
Crew: 2
Scale: Capital
Skill: Capital Ship Gunnery
Fire Control: 4D
Damage: 6D

20 Quad Laser Cannons
Fire Arc: 5 Front, Left, Right, Rear
Crew: 3
Scale: Starfighter
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 1-3/12/25
Atmosphere Range: 1-3km/12/25
Damage: 4D

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