



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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All text and stats by Geoff DeWitt, HTML and logos done by FreddyB

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