Starships D6 / Zanzibar class Assault Carrier

Zanzibar class Assault Carrier
The other half of the Zeon fleet, this carrier is well-built, armored and armed. They can also carry 18 Mobile Suits. Unfortunately, they are also quite slow.

Craft: Principality of Zeon Zanzibar class
Type: Assault Carrier
Scale: Capital
Length: 1600
Skill: Capital Ship Piloting
Crew: 38,600, gunners 560, skeleton: 9000/+15
Crew Skill: Capital Ship Piloting, Capital Ship Gunnery, Capital Ship Shields
Cargo Capacity: 15,000 metric tonnes
Consumables: 1 year
Cost: Not For Sale
Hyperdrive: x5
Hyperdrive Multiplier: x12
Nav Computer: Yes
Manueverability: 1D
Space: 3
Atmospheric: Incapable of entering atmosphere.
Hull: 9D
Shields: 6D
Sensors:
- Passive: 30/0D
- Search: 50/1D
- Scan: 70/2D
- Focus: 90/3D

Mobile Suits: 18

Weapons:

5 Mega Particle Cannon Batteries
Fire Arc: Front
Skill: Capital Ship Gunnery
Fire Control: 4D+1
Space Range: 1-20/43/60
Atmospheric Range: 1-20km/43/60
Damage: 14D

40 Turbolasers
Fire Arc: Front
Skill: Capital Ship Gunnery

Fire Control: 3D
Space Range: 1-15/30/45
Atmospheric Range: 1-15km/30/45
Damage: 6D

45 Quad Laser Cannons
Fire Arc: Front
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 1-5/10/15
Atmospheric Range: 1-5/10/15
Damage: 3D

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