Starships D6 / Lock and Load Gunship

Lock and Load Gunship

Kevlar United felt that with the increasing use of starfighters during the days of the Empire, that an effective Anti-Starfighter starship was needed. That's where the Lock And Load Gunship comes into play, named after the popular saying by soldiers before going into combat. Most of the ship's interior is small and narrow, due to the number of missle bays taking up space. The crew of this ship is low, which out classes the Corellian Gunship. The concussion missle launchers can be easily modified to carry advanced missles as well to take out the much faster, more popular fighters.

Model: Kevlar United L-a-L Gunship
Type: Gunship
Scale: Capital
Length: 100 meters
Skill: Capital ship piloting: L-a-L gunship
Crew: 46; Gunners: 70; Skeleton: 15/+10
Crew Skill: Varies widely
Cargo Capacity: 300 metric tons
Consumables: 2 years
Cost: 7,500,000 credits (new)
Hyperdrive Multiplier: x1.5
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Hull: 4D+2
Shields: 3D
Sensors:
- Passive: 40/1D
- Scan: 80/1D+2
- Search: 100/2D+2
- Focus: 4/3D+1

Weapons:
10 Double Turbolaser Batteries
- Fire Arc: 3 front, 3 left, 3 right, 1 back
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 3D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 4D+2

8 Quad Laser Cannons
- Fire Arc: 4 dorsal turret, 4 ventral turret

Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

16 Concussion Missile Launchers
Fire Arc: 4 front, 4 left, 4 right, 4 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 9D

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