Starships D6 / MetaCorp Perimeter Defense S

MetaCorp Perimeter Defense Ship

The MetaCorp perimeter defense ship is used for lined defense only, this ship has very weak engines, which reduces the cost of it drastically. This ship is usually deployed in a line, which works well teaming up against enemy invaders.

Model: MetaCorp StarDrive's PD-1B System Defense Destroyer
Type: Perimeter defense starship
Scale: Capital
Length: 840 meters
Skill: Capital ship piloting: PD-1B
Crew: 4,754; Gunners: 164; Skeleton: 900/+10
Crew Skill: Varies widely
Passengers: 1,500 (troops)
Cargo Capacity: 5,500 metric tons
Consumables: 2 years
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 5D
Shields: 2D+2
Sensors:
- Passive: 75/1D+2
- Scan: 125/3D+2
- Search: 250/5D
- Focus: 6/6D+2

Weapons:
60 Turboblasters
- Fire Arc: 20 front, 15 left, 15 right, 10 back
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 1-3/12/25
- Atmosphere Range: 2-6/24/50 km
- Damage: 4D

20 Ion Cannons
- Fire Arc: 5 front, 5 left, 5 right, 5 back
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 2D+2

Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D

2 Tractor Beam Projectors
Fire Arc: 1 left, 1 right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D+2
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 5D

Starfighter Complement:
2 squadrons (various starfighters)
4 light transports

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
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