Starships D6 / Dylarian Drive Yards Stalker P

Dylarian Drive Yards Stalker Picket Ship

The Stalker, like the 'Manticore', combined speed and firepower for the defense of the Dylarian Drive Yards. It is smaller and more maneuverable than the Manticore yet lacks the firepower that it's larger cousin boasts. With more speed and maneuverability, it has become a large part of the Dylarian Drive Yards' line of star cruisers.

Craft: Dylarian Drive Yards Stalker
Type: Picket Ship
Scale: Capital
Length: 200
Crew: 4760
Crew Skill: Astrogation 4D, Capital Ship Piloting 5D, Capital Ship Gunnery 4D+2, Capital Ship Shields 4D
Cargo Capacity: 2500 Metric Tons
Passengers: 250 (Troops)
Consumables: 1 Year
Cost: 5 million
Hyperdrive Multipler: x2
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Hull: 4D
Shields:1D+2
Sensors:
- Passive: 45/1D
- Scan: 90/2D
- Search: 180/3D
- Focus: 5/4D

Weapons:
20 Turbolaser Cannons
- Fire Arc: 10 Front, 5 Left, 5 Right
- Skill: Capital Ship Gunnery
- Fire Control: 2D
- Space Range: 3-15/50/75
- Atomsphere Range: 3-60/300.1.5km
- Damage: 5D

30 Quad Laser Cannons
- Fire Arc: 15 Front, 5 Left, 5 Right, 5 Back
- Skill: Capital Ship Gunnery
- Fire Control: 2D
- Space Range: 3-15/50/75

Atomsphere Range: 3-60/300/1.5km
Damage: 4D

15 Ion Cannons
Fire Arc: 5 Front, 5 Left, 5 Right
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 1-10/25/50
Atomsphere Range: 2-20/50/1km
Damage: 3D

2 Tractor Beams
Fire Arc: 2 Front
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atomsphere Range: 2-10/30/1km
Damage 4D

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