Starships D6 / Gios



Name: Gios
Type: Longbeam cruiser
Scale: Capital
Skill: Capital Ship Piloting: Longbeam cruiser
Crew: 30; Skeleton Crew: 3/+15
Crew Skill: Astrogation 4D+1, Capital Ship Piloting 5D+2, Capital Ship Shields 4D+1, Capital Ship Gunnery 5D+2, Sensors 5D
Passengers: 24
Cargo Capacity: 250 Tons
Consumables: 2 Years
Hyperdrive Multiplier: x2
Hyperdrive Backup: x14
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Atmosphere: 350; 950kmh
Hull: 4D
Shields: 2D
Sensors:
- Passive: 40/0D
- Scan: 80/1D
- Search: 120/2D
- Focus: 3/3D

Weapons:
- Turbolaser (8)
  - Scale: Capital
  - Fire Arc: Front (Turreted)
  - Fire Control: 2D
  - Space: 3-15/36/75
  - Atmosphere: 6-30/72/150 Km
  - Damage: 4D
- Tractor Beam (2)
  - Scale: Starfighter
  - Fire Arc: 1 Front, 1 Back
  - Fire Control: 3D
  - Space Range: 1-5/15/30
  - Planetary Range: 2-10/30/60 km
  - Damage: 4D
- Missiles (6)
  - Scale: Capital
  - Fire Arc: Front
  - Fire Control: 3D

Space: 2-10/30/60
Atmosphere Range: 2-10/30/60km
Damage: 7D

Complement:

Valkeri Enterprises Jedi Vector Starfighters
Z-28 Skywings

Description: The Gios was a Longbeam cruiser used by the Galactic Republic during the High Republic Era under the command of Jedi Master Keeve Trennis. Trennis used the Gios to fight an insurgent on the edge of the Republic. The cruiser shared its name with Jedi Master Stellan Gios, who died during the destruction of Starlight Beacon.

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