



Starships D6 / Stiletto Light Cruiser

Stiletto Light Cruiser

As the Empire was pushed back from its territory by the New Republic it began to use fewer frontal offensive tactics. Commerce raiding and "hit-and-fade" attacks became the most efficient uses of ships. Damorian Manufacturing recognized that it's "Carrack" had some attributes that would make it useful in these roles, but not the weaponry. Damorian then set about to design a new light cruiser ideally suited for raiding.

The "Stiletto" has an extremely narrow triangular design which immitates the "Imperial" Star Destroyer and "Interdictor" cruiser. It still retains the phenominal speed and hull strength of the "Carrack" while overcoming the "Carrack"'s deficiencies. A full sqaudron of fighters is carried on external racks recessed into the keel. Ion Cannons and Concussion Missiles allow it to take on larger vessels, and Medium Turbolasers can target enemy starfighters and capital ships.

Craft: Damorian Manufacturing's "Stiletto"-class light cruiser

Type: Light cruiser

Scale: Capital

Length: 400m

Skill: Capital Ship Piloting: Stiletto

Crew: 1,105 gunners: 105 skeleton: 523/+10

Crew Skill: Astrogation 3D+2, Capital Ship Gunnery 4D+2, Sensors 4D+1

Capital Ship Piloting 4D+1, Capital Ship Shields 4D,

Passengers: 150 (troops)

Cargo Capacity: 1,500 metric tons

Consumables: 1 year

Hyperdrive Multilier: x1

Hyperdrive Backup: x12

Nav Computer: Yes

Manueverability: 2D

Space: 8

Hull: 5D

Shields: 3D ("Stiletto" has 2D backup shields)

Sensors:

Passive: 30/0D

Scan: 50/1D

Search: 100/2D

Focus: 4/3D

Weapons:

20 Medium Turbolasers

Fire Arc: 6 front, 6 left, 6 right, 2 back

Crew: 2

Skill: Capital Ship Gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150km

Damage: 5D

4 Ion Cannons

Fire Arc: Front

Crew: 3

Skill: Capital Ship Gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60km

Damage: 4D

4 Concussion Missile Tubes

Fire Arc: Front

Crew: 2

Skill: Capital Ship Gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120km

Damage: 9D

2 Tractor Beam Projectors

Fire Arc: 1 front/left, 1 front/right

Crew: 3

Skill: Capital Ship Gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 1-5/15/30km

Damage: 4D

Carried Vessels:

12 TIE/In (or later recon. fighters)

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