



Starships D6 / Delta Escort Shuttle

Delta Escort Shuttle

In order to cheaply protect smaller convoys without diverting capital ships from other areas where they may be needed more, the Empire contracted Cygnus Spaceworks to develop a new type of starship which incorporated the design aspects of a light transport and an escort starship. Cygnus modified the design of the Lambda-class shuttle, using it as the basis of the new Delta-class.

In form, the Delta-class shuttle appears to be a highly modified Lambda. The main body was extended an extra four meters, allowing room for larger engines and shield generators. The wings were sloped forward, with a double laser cannon on the end of each one. The internal cargo space was reduced with the addition of larger generators, allowing for only 60 metric tons of cargo to be carried. When on escort/cargo duty, the Delta-class shuttle usually carries a squad of troops (usually standard Imperial Army troopers).

Craft: Cygnus Spaceworks' JV-7 Delta-class Escort Shuttle

Type: Escort shuttle

Scale: Starfighter

Length: 24 meters

Skill: Space Transports Piloting: Delta shuttle

Crew: 2; Gunners: 5; Skeleton: 1/+10

Crew Skill: Space Transports 5D, Starship Gunnery 5D, Starship Shields 4D, Astrogation 4D

Passengers: 10

Cargo Capacity: 60 metric tons

Consumables: 3 months

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D+1

Space: 6

Atmosphere: 295; 850 kmh

Hull: 4D+1

Shields: 3D

Sensors:

Passive: 20/1D

Scan: 40/2D

Search: 80/2D+2

Focus: 3/3D

Weapons:

4 Laser Cannons

Fire Arc: 3 front, 1 back

Crew: 1

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

3 Double Laser Cannons (fire-linked)

Fire Arc: Front

Crew: 1

Skill: Starship Gunnery

Fire Control: 3D+1

Space Range: 1-5/15/30

Atmosphere Range: 100-500/1.5/3 km

Damage: 5D

Concussion Missile Launcher

Fire Arc: Front

Crew: 1 (same gunner as double laser cannons)

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 100/300/700

Damage: 9D

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