



Starships D6 / Chmmr Avatar

Chmmr Avatar

Craft: Chmmr Avatar

Type: Battle cruiser

Scale: Capital

Length: 260 meters

Skill: Capital Ship Piloting: Chmmr Avatar

Crew: 30; Gunners: 5; Skeleton: 1/+15

Crew Skill: Astrogation 4D+2, capital ship gunnery 5D, capital ship piloting 6D, sensors 4D+1

Cargo Capacity: 450 metric tons

Consumables: 1 year, 2 months

Hyperdrive Multiplier: x4

Nav Computer: Yes

Manuverability: 1D+2

Space: 4

Atmosphere: 280; 800 kmh

Hull: 7D

Sensors:

Passive: 10/0D

Scan: 20/2D

Search: 50/3D

Focus: 4/4D

Weapons:

Super Laser

Fire Arc: Front

Crew: 3

Scale: Death Star

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/10/20

Atmosphere Range: 2-10/20/40 km

Damage: 1D

Tractor Beam

Fire Arc: Turret

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 2-10/25/35

Atmosphere Range: 4-20/50/70 km

Damage: 6D

Starfighter Complement:

Three ZapSats

Scale: Capital

Crew: 1 droid brain

Crew Skill: Capital Ship Gunnery 7D

Length: 10 meters

maneuverability: 2D

Space: 0 (stays in fixed orbit of Avatar)

Hull: 2D

Sensors:

Passive: 30/1D

Scan: 40/2D

Search: 70/3D+2

Focus: 5/4D+1

Weapons:

Heavy Laser Cannon

Fire Arc: Turret

Crew: 1 (droid brain)

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/10/20

Atmosphere Range: 2-10/20/40 km

Damage: 5D+2 (homes in on any missiles or hostile ships approaching 'Avatar')

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All text and stats by Peter Haas, HTML and logos done by FreddyB

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