Starships D6 / Centauri Republic War Cruiser



Centauri War Cruiser

Craft: Centauri Republic War Cruiser
Type: Medium cruiser
Scale: Capital
Length: 410.3 meters
Skill: Capital ship piloting: Centauri war cruiser
Crew: 297, gunners: 26, skeleton: 20/+10
Crew Skill: Astrogation 4D+1, capital ship gunnery 5D, capital ship
piloting 5D, sensors 4D
Passengers: 150 (troops)
Cargo Capacity: 4,500 metric tons
Consumables: 3 years
Hyperdrive Multiplier: x2
Nav Computer: Yes
Manuverability: 2D+1
Space: 7
Hull: 6D
Sensors:
- Passive: 30/1D
- Scan: 85/2D
- Search: 110/3D
- Focus: 3/3D+2

Weapons:
Heavy Pulse Cannon
- Fire Arc: Front
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 3D+1
- Space Range: 1-10/25/60
- Atmosphere Range: 2-20/50/120 km
- Damage: 9D

10 Pulse Cannons
- Fire Arc: 3 front, 3 right, 3 left, 1 back
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 1-8/20/45
- Atmosphere Range: 2-16/40/90 km
- Damage: 7D

3 Missile Batteries
- Fire Arc: 1 front, 1 left, 1 right
- Crew: 1

Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-5/20/50
Atmosphere Range: 2-10/40/100 km
Damage: 8D

Starfighter Complement: 8 Centauri Fighters

The Warcruiser is smaller than the battle cruiser, but quite deadly. It is not known weither it has artificial gravity on board, but it does have a jump-point generator. War cruisers are also quite maneuverable. The main body of Warcruiser has forward pointing "wings" sticking out on the top, bottom, right, and left side. The front of the ship has a beak-like shape where the main weapon is located. War cruisers mostly attack in groups of two or more.

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