Starships D6 / Peacekeeper Marauder



MARAUDER

Craft: Peacekeeper Marauder
Type: Transport/Dropship
Scale: Starfighter
Dimensions:
-Length: 28m
Skill: Space transport piloting: Marauder
Crew: 5
-gunners: 3
-skeleton: 1/+5
Crew Skill: Space transport piloting 5D, starship gunnery 4D+1, starship shields 4D
Passengers: 35
Cargo Capacity: 30 metric tons
Consumables: 1 week
Cost: 100,000 currency pledges
Hetch Drive: 7
Nav Computer: Yes
Maneuverability: 3D
Speed:
-Space: 6
-Atmosphere: 330; 950kmh
Hull: 6D
Defenses:
-Defense Screens (Shields): 2D
Sensors:
Passive: 20/1D
Scan: 40/2D
Search: 80/3D
Focus: 4/4D

WEAPONS:
2 Pulse Cannons Batteries (of 2):
Location: Mounted in forward/aft hull
Fire Arc: 1 front, 1 rear
Crew: 1 (2) (gunners)
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 2D
Space Range: 1-3/12/24
Atmosphere Range: 50-300/1.2/2.4km
Damage: 6D
Ammo: N/A

Rate of Fire: 1

Missile Launcher:
Location: Mounted in forward hull
Fire Arc: Front
Crew: 1 (gunner, co-pilot)
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 1D
Space Range: 2/4/8
Atmosphere Range: 100-200/400/800
Missile Speed: 800 meters per round
Damage: 8D
Ammo: 10 missiles
Rate of Fire: 1/2

Immobilizer Pulse
Location: Mounted in forward hull
Fire Arc: Front
Crew: 1 (gunner, co-pilot)
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 50-500/1.5/3km
Damage: 6D
Ammo: N/A
Rate of Fire: 1
Special: Counts as an ion weapon

DESCRIPTION:

Marauders are the primary recon/commando dropship in the Peacekeeper fleet. They have excellent scanner equipment and good stealth capabilities, and are typically used as scouts and troop transports for boarding missions. Each Marauder is heavily shielded and carries up to 5 highly trained and well armed Peacekeeper commandos.

Fuel

Cesium fuel: Cesium is one of the alkali metals. It reacts explosively with water, is liquid at or near room temperature, and has more isotopes than any other element. Humans use it for photoelectric cells and the Peacekeepers use it for Marauder fuel.

Capacity

While the inside of the ship has never been shown, it can be assumed it can fit a great deal of people. In Terra Firma, the ship was shown to be able to carry 32 people (30 peacekeeper commandos, Captain Braca and Commandant Grayza. When a ship lands, people leave through an elevator system located in each of

the three landing stalks.

In a combat situation a marauder can deploy its commandos through a bottom hatch without having to land. Marauders have a reported top speed of hetch 7.

Weapons

Marauders are equipped with pulse cannons and missiles. It also has an immobilizer pulse that can be used to disable ships. Such marauders are usually part of a Peacekeeper Retrieval Squad, often used to capture and enslave Leviathans.

Engine Configuration and Landing

The Marauder has a unique engine setup. It uses three powerful propulsion units to propel itself; two positioned on either side of the hull, and one directly to the rear, all three propelling thrust rear of the ship. When in flight, a Marauder is very agile and seems to fly with an inherent grace, despite it's block-shaped central hull, and looks very fast and impressive.

When a Marauder lands, it's engines realign themselves to contact the ground with the thrusters nozzles, extending retracted landing struts to hold the ship's weight. When landed, these engines-made-landing gear can deploy elevators for use by the crew, such as rapid troop deployment.

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