

Strike II Cruiser

With the Strike cruiser being the economical powerhouse that it is The New Empire envisioned it as the center of its Navy. However, the Strike cruiser exhibited some short falls, including its vulnerability due to its modular design and its inability to overcome New Republic battle cruisers effectively. So a second generation Strike cruiser was ordered to be constructed.

In the Strike II cruiser the entire turbolaser batteries have been replaced by thirty heavy turbolaser batteries for increased offensive capabilities against Republic cruisers. Furthermore, shielding capabilities have been bolstered and auxiliary shields have been installed to make better its defensive faculties. Additionally, system reroutes have been installed to ensure that a well placed hit does not disable entire systems, a previous vulnerability with the type of modular design used in the Strike I cruiser.

The Strike II still has all the optional designs that the Strike I had and carries an equal amount of ground assault units. The real difference lies in its ship-to-ship superiority.

The New Empire rightfully placed the strike cruiser at the focal point of its Navy not only are they formidable opponents in space they can also serve as planetary assault vessels. Additionally they are easily modified for numerous specialized operations and this is probably their greatest asset.

Craft: Lornonar Strike II Cruiser

Type: Strike II-class Medium Cruiser

Scale: Capital Ship

Length: 450 meters

Skill: Capital ship piloting: Strike cruiser

Crew: 1,900; Gunners: 80, Skeleton: 750/+10

Crew Skill: Astrogation 4D, Capital ship piloting 5D+1, Capital ship shields 4D, Sensors 4D+2, Capital ship gunnery 5D

Passengers: 340 (troops)

Cargo Capacity: 6,000 metric tons; 1,500 cubic meters

Consumables: 2 years

Hyperdrive Multiplier: x1

Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 6D
Shields: 3D (3D backup)

Sensors:

Passive: 50/1D
Scan: 100/3D
Search: 200/4D
Focus: 6/4D+2

Weapons:

30 Heavy Turbolaser Batteries

Fire Arc: 15 front, 6 right, 6 left, 3 back
Crew: 1 (15), 2 (15)
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 10-30/60/90
Atmoshpere Range: 20-60/120/180 km
Damage: 9D

10 Tractor Beam Projectors

Fire Arc: 3 front, 3 left, 3 right, 1 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/ 15/ 30
Atmospher Range: 2-10/30/60 km
Damage: 6D

10 Ion Cannons

Fire Arc: 6 front, 2 left, 2 right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 5D
Space Range: 12-35/70/100
Atmospher Range: 24-70/140/200 km
Damage: 4D

