



Starships D6 / Gates Battle Cruiser

Gates Battle Cruiser

The Gates Battle Cruiser is a sleek, flat, and rounded ship with a launch hanger on the ventral side opening forward, and ten front firing concussion missile launchers. Viewed from both above or below the Gates resembles the letter 'C' with turbolaser and ion cannon emplacements lining the edges of it. It is propelled by ten massive H-K Ion Induced Super-Charged Engines which can effectively propel the ship faster than an Imperial Star Destroyer. The Gates is run largely on computer and droid automation and many of its systems can go for days without crew intervention.

Craft: Setec Astronomy's Gates-class Battle Cruiser

Scale: Capital

Type: Cruiser

Length: 550 meters

Skill: Capital ship piloting: Gates

Crew: 2,173, gunners: 110, skeleton: 1,000/+15

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

Passengers: 350 (troops)

Cargo Capacity: 7,000 metric tons

Consumables: 1 year

Cost: not available for sale

Hyperdrive: x2

Hyperdrive Backup: x18

Nav Computer: Yes

Maneuverability: 1D+2

Space: 7

Hull: 5D

Shields: 3D

Sensors:

Passive: 40/1D

Scan: 60/2D+1

Search: 110/3D+1

Focus: 6/4D+2

Weapons:

25 Turbolaser Batteries

Fire Arc: 6 front, 7 left, 7 right, 5 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

5 Ion Cannons

Fire Arc: 1 front, 2 left, 2 right

Crew: 2

Skill: capital ship gunnery

Fire Control: 3D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 4D

10 Concussion Missile Launchers

Fire Arc: Front

Crew: 2

Fire Control: 3D+2

Skill: Capital ship gunnery

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

15 Tractor Beam Projectors

Fire Arc: 6 front, 3 left, 3 right, 3 back

Crew: 4

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

Starfighter Complement: 3 squadrons

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