



Starships D6 / Gwirekon Pirates Light Cruiser

Gwirekon Pirates Light Cruiser

The Gwirekon Pirates' main larscale ship and the bulk of the force they use to terroize the outter rim and expanse. It is a long boxy looking craft with many sharp dagger and needlelike projections in the front sticking out from a section of thick hull plates. This cruiser's main arsenal is it's ion cannons and tractor beams to assist it in raids on transports and freighters.

Model: Gwirekon Prirates Light Cruiser

Type: Light Battle Cruiser

Scale: Capital

Length: 700 meters

Skill: Capital ship piloting: light cruiser

Crew: 1,021; Gunners: 130; Skeleton: 500/+10

Crew Skill: Capitalship Piloting: light cruiser 6D+1, Capitalship gunnery 5D+2, Sensors 5D, Communications 6D

Passengers: 1,000 (troops)

Cargo Capacity: 9,000 metric tons

Consumables: 1 year

Cost: Not available for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x14

Nav Computer: Yes

Maneuverability: 1D+1

Space: 7

Hull: 4D+1

Shields: 2D+2

Sensors:

Passive: 75/1D+2

Scan: 125/3D+2

Search: 250/5D

Focus: 6/6D+2

Weapons:

15 Turboblasters

Fire Arc: 5 front, 3 left,3 back, 4 rear

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 2-6/24/50 km

Damage: 4D

20 Quad Laser Cannons

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

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

40 Ion Cannons

Fire Arc: 15 front, 10 left, 10 right, 5 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

4 Tractor Beam Projectors

Fire Arc: 3 front, 2 left, 2 right, 1 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D+2

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D+2

Starfighter Complement:

2 squadrons (various starfighters)

6 metroid assault shuttles

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All text and stats by Dave Maloney, HTML and logos done by FreddyB

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