



Starships D6 / MetaCorp Perimeter Defense

MetaCorp Perimeter Defense Ship

The MetaCorp perimeter defense ship is used for lined defense only, this ship has very weak engines, which reduces the cost of it drastically. This ship is usually deployed in a line, which works well teaming up against enemy invaders.

Model: MetaCorp StarDrive's PD-1B System Defense Destroyer

Type: Perimeter defense starship

Scale: Capital

Length: 840 meters

Skill: Capital ship piloting: PD-1B

Crew: 4,754; Gunners: 164; Skeleton: 900/+10

Crew Skill: Varies widely

Passengers: 1,500 (troops)

Cargo Capacity: 5,500 metric tons

Consumables: 2 years

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x15

Nav Computer: Yes

Maneuverability: 1D

Space: 6

Hull: 5D

Shields: 2D+2

Sensors:

Passive: 75/1D+2

Scan: 125/3D+2

Search: 250/5D

Focus: 6/6D+2

Weapons:

60 Turboblasters

Fire Arc: 20 front, 15 left, 15 right, 10 back

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 Ion Cannons

Fire Arc: 5 front, 5 left, 5 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

2 Tractor Beam Projectors

Fire Arc: 1 left, 1 right

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

Starfighter Complement:

2 squadrons (various starfighters)

4 light transports

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