

Starships D6 / Earthforce Aegis Orbital Defense

AEGIS ORBITAL DEFENSE PLATFORM

Craft: Earth Alliance/Earthforce Aegis Orbital Defense Platform

Type: Automated orbital defense weapons platform

Scale: Capital

Dimensions:

-Length: 100m

Skill: Weapons platform operations: Aegis

Crew: 0 (Automated or controlled from other location)

Crew Skill: Sensors 5D, Capital ship gunnery 5D, Capital ship piloting 2D, Starship gunnery 5D

Passengers: N/A

Cargo Capacity: N/A

Consumables: N/A

Cost: Not available for sale

Hyperspace Jump Engines: No

Nav Computer: No

Maneuverability: 1D

Speed:

-Space: 1

-Atmosphere: N/A

Hull: 4D

Shields: N/A

Sensors:

-Passive: 25/0D

-Scan: 50/1D

-Search: 100/2D

-Focus: 2/2D+2

WEAPONS:

Particle Beam Cannon

Location: Mounted on forward hull

Fire Arc: Front

Crew: 0 (Automated)

Skill: Capital ship gunnery

Scale: Capital

Fire Control: 3D

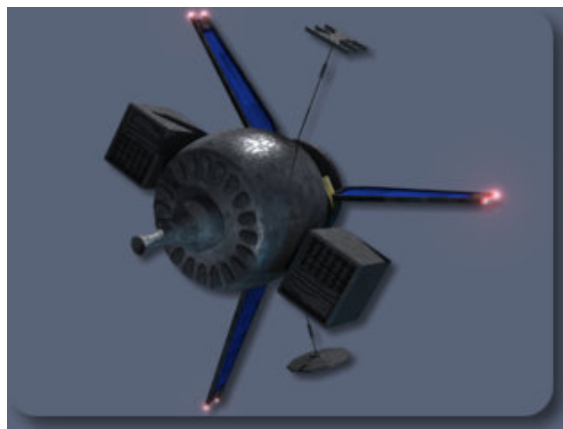
Range:

-Space: 3-15/36/75

-Atmosphere: 6-30/72/150km

Damage: 9D

Rate Of Fire: 1/4



Heavy Anti-Ship Missile Battery

Location: Mounted in forward hull

Fire Arc: Front

Crew: 0 (Automated)

Skill: Capital ship gunnery

Scale: Capital

Fire Control: 3D

Range:

-Space: 2-10/20/40

-Atmosphere: 4-20/40/80km

Damage: 8D

Ammo: 15

Rate Of Fire: 1 to 5

2 Light Anti-Ship Missile Batteries

Location: Mounted on hull sides

Fire Arc: Front

Crew: 0 (Automated)

Skill: Capital ship gunnery

Scale: Capital

Fire Control: 4D

Range:

-Space: 2-12/30/60

-Atmosphere: 4-24/60/120km

Damage: 6D

Ammo: 96

Rate Of Fire:

-Light Salvo: 1 to 6

-Medium Salvo: 7 to 12 (-1D Fire Control)

-Heavy Salvo: 13 to 18 (-2D Fire Control)

-Full Salvo: 24 (-3D Fire Control, then rotate)

Special: Must use 1 round to rotate battery after every 24 missiles fired.

3 Pulse Cannons

Location: Mounted around hull

Fire Arc: Turret

Crew: 0 (Automated)

Skill: Starship gunnery

Scale: Starfighter

Fire Control: 3D

Range:

-Space: 1-3/12/24

-Atmosphere: 100-300/1.2/2.4km

Damage: 5D

Rate Of Fire: 3

DESCRIPTION:

The Aegis orbital defense platforms were Earthforce's last line of defence and were a major component in Earth planetary defense grid.

The platforms feature an array of medium and long range missiles as well as an extremely powerful particle beam weapon. On its own, a single Aegis has enough firepower to wipe out the entire eastern seaboard of North America. Collectively, the planetary defense grid has the potential to level up to 40% of the Earth's populated surface using its particle beam weaponry.

Notes

The name of the Aegis is derived from Tim Earls' concept art.

OTHER INFO:

Status: Active (as of Drakh attack on Earth, 2266)

Affiliation: Earth Alliance

Class: Orbital Defense Platform

Crew: Unmanned

Jump Capable: No

Weapons:

-Primary: Particle Beam cannon

-Secondary: Anti-ship missiles, 3 pulse cannons

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).