Starships D6 / Tarsonis Orbital Shipyard

Tarsonis Orbital Shipyard

The Tarsonis class orbital shipyard is a heavily armed shipyard that can pump out ships at an exponential rate. It resemble a custancean with it's thick armord shell and various prominences rising off it, for docking rings, weapons pylons, comunications and sensor arrays and so fort. The shipyard has 200 onboard factories for producing starifghter, 180 for small frieghters, and 300 for capital scale craft. There are also 400 docking bays that can handle craft up to 300 meters in size. 600 starfighter size docking bays. Also there are 350 docking pylons and hatches in which ships up to destroyer size may be docked and 30 where super-class vehicles may dock. These shipyards are seen at almost every system in the h`kebra sector swarming with activity.

Craft: RanCorp Tarsonis-Class Orbital Shipyard

Type: Orbital shipyard

Scale: Capital

Diamater: 5,800 meters

Crew: 600,985, gunners: 655,

Passengers: 400,000 (workers and techs), 45,000 (troops)

Cargo Capacity: 150,000 metric tons

Consumables: 8 years

Cost: 4.6 billion Primary Hull: 8D Secondary Hull: 4D

Shields: 6D Sensors:

> Passive: 100/1D Scan: 200/2D Search: 300/3D

Focus: 10/4D

150 Turbolasers

Weapons:

Fire Arc: 25 front, 50 left, 50 right, 25 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 90 Ion Cannons Fire Arc: 20 front, 25 left, 25 right, 20 back

Crew: 1 (45), 2 (45)

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

20 Concussion Missile Launchers

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

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

30 Tractor Beam Projectors

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

Crew: 6

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/75/150 km

Damage: 12D

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