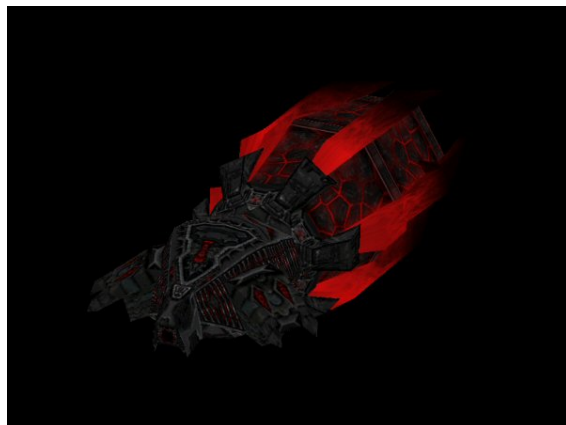


Name: SSG Rahu
 Type: Shivan Rahu Class Gas Miner
 Scale: Capital
 Length: 211 Meters
 Skill: Capital Ship Piloting - Rahu
 Crew: 105; Skeleton 15/+20
 Crew Skill: Capital Ship Piloting 6D, Starship Gunnery 5D+2
 Consumables: 6 Months
 Cargo Capacity: 5000 Tonnes
 Hyperdrive Multiplier: x1
 Hyperdrive Backup: No
 Nav Computer: Yes
 Space: 3
 Maneuverability: 0D
 Hull: 15D *
 Shields: 0D
 Sensors:
 Passive: 35/1D
 Scan: 50/2D
 Search: 70/3D
 Focus: 3/3D+2



Weapons:
 3 * Heavy Laser Cannons
 Scale: Starfighter
 Fire Arc: Turret
 Fire Control: 2D+1
 Space: 1-3/12/25
 Atmosphere Range: 100-300/1.2/2.5km
 Damage: 6D

*: The Rahu is a gas miner, and will usually be filled with extremely volatile gas fuel. If a Rahu is destroyed, then for every 10 tonnes of fuel aboard, it does 1D damage (starfighter scale) within 100m with the blast damage dropping by 2D for every 100 meters from the gas miner. (eg a full gas miner will do 50D damage to anything within 100 meters, 30D to anything within 1.1km, out to 2D to anything at 2.5km.

Description: Almost nothing is known of the Rahu line of gas miners. It is assumed that they function in much the same way as our Zephyrus miners, funneling nebular gas into internal machinery that fractionates it into its molecular components for further processing. Rahu miners are armed with heavy

laser turrets, so care must be taken when attacking them.

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

All text from Freespace 2, HTML and logos done by FreddyB

Images stolen from Freespace 2, copyright Volition.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.