



# Starships D6 / Vengeance Battle Cruiser

## Vengeance Battle Cruiser

Craft: N'zoth Shipyards' Vengeance-class Attack Cruiser

Type: Command Ship

Scale: Capital

Length: 3,950 meters

Skill: Capital ship piloting: Vengeance Battle Cruiser

Crew: 19,522, gunners: 860, skeleton: 3,000

Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D

Passengers: 7,500 (troops)

Cargo Capacity: 45,000 metric tons

Consumables: 3 years

Hyperdrive Multiplier: x1

Hyperdrive Backup: x8

Nav Computer: Yes

Manuverability: 1D+2

Space: 6

Hull: 6D

Shields: 4D+2

Sensors:

Passive: 75/1D+2

Scan: 150/3D+2

Search: 250/4D

Focus: 10/5D

Weapons:

120 Heavy Turbolasers

Fire Arc: 40 front, 30 left, 30 right, 20 back

Crew: 3

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150km

Damage: 8D

120 Turbolasers

Fire Arc: 40 front, 30 left, 30 right, 20 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150km

Damage: 6D

100 Ion Cannons

Fire Arc: 25 front, 25 left, 25 right, 25 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100km

Damage: 4D

10 Proton Torpedo Launchers

Fire Arc: 4 front, 2 left, 2 right, 2 back

Crew: 4

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120km

Damage: 8D

10 Tractor Beam Projectors

Fire Arc: 4 front, 2 left, 2 right, 2 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60km

Damage: 6D

Starfighter Complement:

7 squadrons

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All text and stats by Ryan Matheny, HTML and logos done by FreddyB

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