



Starships D6 / King Jasson class Heavy

Craft: Royal Starfleet Attack Cruiser

Affiliation: Kingdom of Jaresha

Type: Heavy Cruiser

Scale: Capital

Length: 1,000 meters x 142 meters x 147 meters

Skill: Capital ship piloting

Crew: 6000 (Mark IV) 15000 (marks I-III) gunners: 80 (Mark IV) 350 (marks I-III)

Passengers: 7000 (troops) (mark IV only).

Cargo Capacity: 200,000 metric tons

Consumables: 6 months

Hyperdrive Multiplier: x0.25 (mark IV) x 0.5 (mark III) x1 (marks I & II)

Hyperdrive Backup: x1

Nav Computer: Yes

Maneuverability: 1D

Space: 6

Hull: 8D

Shields: 8D/8D Backup Shields (mark IV) 4D Backup Shields (mark III) 0D Backup Shields (I & II)

Sensors:

Passive: 50/2D

Scan: 200/3D

Search: 300/4D

Focus: 7/5D

Weapons:

Axial Super Ion Cannon (Mark IV only)

Fire Arc: Forwards

Crew: 1 (controlled from bridge)

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 12D

8 Dual Heavy Turbolaser Cannons (Fire linkable)

Fire Arc: Turret

Crew: 1 (Mark IV) 3 (Marks I-III)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-10/25/50

Atmosphere: 2-20/50/100km

Damage: 8D

12 Dual Laser Cannon Batteries (6 cannons per batterie) (Fire linkable)

Fire Arc: Turret

Crew: 1 per batterie (mark IV) 1 per cannon (mark III) 3 per cannon (marks I & II)

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 10D

Space Range: 1-3/10/20

Atmosphere Range: 400-1/5/10 km

Damage: 6D

6 Tractor Beam Projectors

Fire Arc: 9 front, 3 left, 3 right

Crew: 1

Skill: Capitol ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60km

Damage: 6D

2 Proton Torpedo Launchers (6 torpedoes each)

Fire Arc: 1 front, 1 back

Crew: 1

Skill: Capitol ship gunnery

Fire Control: 2D

Space Range: 2-5/30/60

Atmosphere Range: 4/24-60/120km

Damage: 10D

Starfighter Compliment: 144 Starfighters, 72 heavy bombers, 18 shuttles (Mark IV) 180 starfighters, 72 heavy bombers, 36 shuttles (marks I, II & III).

Description: The King Jasson class was designed on the orders of its namesake over a thousand years ago and went through four successive updates since adding backup shields and an axial super ion cannon at the expense of the auxiliary hangar, improved automation allows the mark IV to carry a Battalion of troops thanks to a much reduced crew.

It continues to serve as the Kingdoms main warship design, capable of launching hundreds of fighters and landing thousands of troops while holding its own against any warship in its class.

Some of the surviving Mark IIIs have ended by in private hands over the last couple of centuries including at least one rebel group fighting against the Kingdom, however the high crew requirements mean that only corporations or militarys can operate them in numbers.

