

The Raker



Named after the fastest of ancient sailing ships, a three masted craft that could outrun any craft near it's size, The Raker is of two vessels of the class of ships by the same name.

The Raker is a Super Star Destroyer variant with a blunt design and lots of armoured hull plates. It strays fairly far astray from typical Star Destroyer design. From the central cortex a command pylo rises up and forward with the bridge at the end of it.

The Raker carries an identical armament to a typical SSD, with the exception of a lot more concussion missile launchers. These missile launchers are what make the two craft, The Raker and her sister ship, The Torrent, so distinct. In battle the two ships often bring almost all of their misisle launchers to bare, on the strongest target, and release a massive salvo. This Salvo is often so voerwhelming it will destroy or cripple the ship immediately negating the ened for a second salvo against that ship.

The Raker and The Torrent's apperance in battle often causes such panic that the oposing side flees or surrenders, and the two often go into battle together inspiring mass hysteria among the opposing forces. The two vessels belong to the rogue Imperial warlod, Geth Khanax, who split off during the Imperial Civil War and Started his own faction.

Craft: Kuat Drive Yards' Raker-class Super Star Destroyer

Type: Super star destroyer

Scale: Capital

Length: 9,860 meters

Skill: Capital ship piloting: Super Star Destroyer

Crew: 279,144, gunners: 1,590, skeleton: 50,000/+10

Crew Skill: Astrogation 4D, capital ship gunnery 6D, capital ship piloting 6D+2, capital ship sheilds 5D+2, sensors 5D

Passengers: 38,000 (troops)

Cargo Capacity: 250,000 metric tons

Consumables: 6 years

Hyperdrive Multiplier: x2

Hyperdrive Backup: x10

Nav Computer: Yes

Space: 6

Hull: 12D

Shields: 8D

Sensors:

Passive: 75/1D+2

Scan: 150/3D+2

Search: 300/5D

Focus: 8/6D+2

Weapons:

250 Turbolaser Batteries

Fire Arc: 125 front/left, 125 front/right

Crew: 1 (100), 2 (150)

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

250 Heavy Turbolaser Batteries

Fire Arc: 100 front/left, 100 front/right, 50 back

Crew: 2

Skill: Capital ship gunnery

Space Range: 5-20/40/60

Atmosphere Range: 10-20/80/120 km

Damage: 10D

450 Concussion Missile Tubes

Fire Arc: 200 Front, 100 left/front, 100 right/front, 50 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-5/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

250 Ion Cannons

Fire Arc: 100 front/left, 100 front/right, 50 back

Crew: 1 (100), 2 (150)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-10/25/50

Atmosphere Range: 2-50/50/100 km

Damage: 4D

40 Tractor Beam Projectors

Fire Arc: 20 front, 10 left, 10 right

Crew: 1

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 9D

Starfighter Complement:

60 TIE/In Fighters

48 TIE Interceptors

24 Scimitar Assault Bombers

24 TIE Advanced Fighters

12 TIE Bombers

Ground/Air Vehicle Complement:

25 AT-ATs

50 AT-STs

3 prefabricated garrison bases

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