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 starfightrer 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

Weapons:
150 Turbolasers
- 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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