Starships D6 / Ur-Quan Khor-Ah Marauder

Khor-Ah Marauder

Craft: Ur-Quan Khor-Ah Marauder
Type: Heavy cruiser
Scale: Capital
Length: 520 meters
Skill: Capital Ship Piloting: Khor-Ah Marauder
Crew: 39; Gunners: 11; Skeleton: 1/+15
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, sensors 4D
Passengers: 80 (troops)
Cargo Capacity: 7,500 metric tons
Consumables: 2 years
Hyperdrive Multiplier: x3
Hyperdrive Backup: x10
Nav Computer: Yes
Manuverability: 1D+2
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 8D+2
Sensors:
- Passive: 25/1D
- Scan: 45/2D
- Search: 90/3D
- Focus: 6/5D

Weapons:
Mass Driver Cannon
- Fire Arc: Front
- Crew: 7
- Skill: Capital ship gunnery
- Fire Control: 0D+2
- Space Range: 1-8/20/45
- Atmosphere Range: 2-16/40/90 km
- Damage: 10D

Plasma Field Disruptor Array
- Fire Arc: All
- Crew: 4
- Skill: Capital ship gunnery
- Fire Control: 5D
- Space Range: 1-6/9/15
- Atmosphere Range: 2-12/18/30 km
- Damage: 10D/6D/2D

Starfighter Complement: None

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