Starships D6 / Narn Regime Heavy Cruiser



Narn Heavy Cruiser

Craft: Narn Regime Heavy Cruiser
Type: Battle cruiser
Scale: Capital
Length: 450 meters
Skill: Capital ship piloting: Narn Cruiser
Crew: 200, gunners: 28, skeleton: 50/+15
Crew Skill: Astrogation 4D, capital ship gunnery 5D, capital ship
piloting 5D, capital ship shields 4D+1, sensors 4D
Cargo Capacity: 1,000 metric tons
Consumables: 6 years
Hyperdrive Multiplier: x1
Nav Computer: Yes
Manuverability: 1D
Space: 5
Hull: 4D+2
Sensors:
- Passive: 50/1D
- Scan: 100/3D
- Search: 200/4D
- Focus: 6/4D+2

Weapons:
Heavy Turbolaser Cannon
- Fire Arc: Turret
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 1D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 7D

2 Heavy Particle Cannons (fire-linked)
- Fire Arc: Front
- Crew: 5
- Skill: Starship gunnery
- Fire Rate: 1/3
- Fire Control: 4D
- Space Range: 1-5/20/40
- Atmosphere Range: 2-10/40/80 km
- Damage: 8D

Starfighter Complement: 1 squadron (usually Narn fighters)

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text by Ryan Matheny, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.