Starships D6 / Mandelore Juggernaut

Craft:Mandelore Juggernaut
Type:Heavy cruiser
Scale:capital
Length:800m
Skill:capital ship piloting:Juggernaut
Crew:9,050, skeleton:4,325
Passengers:5,000
Cargo Capacity:3,200 tons
Consumables:4 years
Cost: a lot
Hyperdrive Multiplier:3
Hyperdrive Backup:12
Nav Computer:yes
Maneuverability:0D
Space:4
Hull:6D
Shields:3D
Sensors:40/0D; 75/1D; 100/3D; 4/4D
Weapons:
1 Ultra-Heavy Mass Accelerator (energy shunts burn out after 2 shots)
  fa:f
  crew:22
  fc:0D
  space range:1-10/25/50
  atmosphere range:2-20/50/100km
  damage:12D+2
24 Turbolaser Batteries
  fa:6 all
  crew:3
  fc:2D
  space range:3-15/35/75
  atmosphere range:6-30/70/150km
  damage:4D+2
10 Heavy Turbolasers
  fa:5l, 5r
  crew:4
  fc:2D
  space range:5-20/40/60
  atmosphere range:10-40/80/120km
  damage:5D+2
40 Laser Cannons
  fa:10 all
  crew:1
  fc:2D+2

space range:5-20/40/60
atmosphere range:500-2/4/6km
damage:3D
12 Ion Cannons
fa:3 all
crew:3
fc:1D+2
space range:1-10/25/50
atmosphere range:2-20/50/100km
damage:3D+1
16 Blaster Cannons
fa:4 all
crew:1
fc:2D
space range: 1-3/12/25
atmosphere range:100-300/1.2/2.5km
damage:4D
2 Tractor Beam Projectors
fa:turret
crew:6
fc:3D
space range:1-5/15/30
atmosphere range:2-10/30/60km
damage:5D
Starfighters:24
Capsule: This ship was the heavy cruiser used by the Mandelore warriors during the clone wars. The primary weapon of the juggernaut was the enormous mass driver cannon around which the vessel was constructed. This cannon took an ancient technology and used it on a scale never before seen in order to create an extremely potent weapon which, although it used an inordinate amount of energy, was capable of causing massive damage. Although the practical range of this cannon in conventional space combat is relatively short, with the proper calculations a juggernaut at the edge of a system was able to launch a "meteor strike" attack against a planet in the system by using the mass driver. This was only possible against worlds without planetary shields, and without the capability to destroy the fairly slow-moving "meteor" before it reached the planet (assume the projectile has a hull strength of 5D capital scale, and once it has reached the maximum range in the weapon statistics moves at a speed of 5).
Although the main weapon of the juggernaut was very powerful, it proved to be fairly impractical for every-day use, and for this reason the ship was fitted with a wide variety of other, more conventional weapons. The overall design of the vessel was very effective, although the high costs of both construction and maintenance partially offset this. At the end of the clone wars most juggernauts were scuttled. Those that remain in use are typically used by wealthy system defense forces and corporations.

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