Starships D6 / FNASS Ark Royal

Ark Royal
Craft: FNASS Ark Royal
Type: fleet starfighter carrier
Scale: capital
Dimensions: length 243.8 m, beam 28.9 m
Crew: 751, gunners: 44
Passengers: up to 780 (pilots and other aircrew)
Cargo: 244 tons (not including hangars)
Consumables: 18 months
Hyperdrive: none
Maneuverability: 0D+2
Space: 4
Hull: 3D
Shields: 0D+1
Sensors: 10/0D; 15/0D+2; 25/1D; 1/1D+2
Weapons:
8 Twin Heavy Blasters
Fa: 2 each
Crew: 3 each
Fc: 1D
Space range: 2-8/25/50
Damage: 3D
6 Octuple Light Blasters
Fa: 2 port, 2 starboard, 1 front, 1 aft
Crew: 2
Fc: 2D
Scale: starfighter
Space range: 1-3/6/10
Damage: 6D+1
8 Quad Light Railguns
Fa: 2 front, 3 port, 3 starboard
Crew: 1 each
Fc: 2D+1
Scale: starfighter
Space range: 1-3/6/10
Damage: 3D
Starfighters: 65
Capsule: The Ark Royal was the first FNA starfighter carrier that was actually designed with the benefit of combat experience. As such the Ark Royal has proven far more effective in action than her predecessors. Some of the more innovative features that were included in the Ark Royal were enhanced armor, and the increased emphasis on anti-starfighter weaponry rather than ship-to-ship weapons. The increased hull strength was a space-consuming choice, but despite this, design enhancements allowed the Ark Royal to stow many more starfighters than the only slightly smaller Glorious. The Ark Royal has had a competent, but fairly undistinguished career. An encounter with

a HPL Q-Boat (quiet boat; a type of combat vessel that is capable of running silent for extended periods) caused the Ark Royal to be destroyed by a lucky torpedo hit.

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