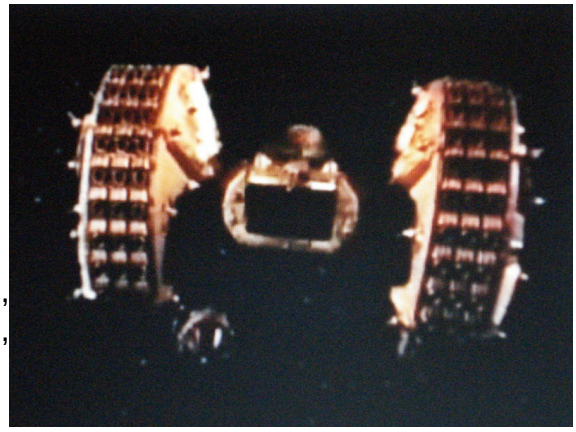
Starships D6 / Sontaran War-Wheel



War-Wheel
Type: Sontaran War-Wheel
Scale: Capital
Length: 870 Meters
Skill: Capital Ship Piloting: Sontaran War-Wheel
Crew: 800; Skeleton Crew: 350/+10
Crew Skill: Astrogation 4D, Capital Ship Piloting 4D+2, Capital Ship Shields 3D+1, Capital Ship Gunnery 5D+2, Sensors 4D
Passengers: 750 (Troops)
Cargo Capacity: 1000 Tons
Consumables: 2 Years
Cost: Not available for sale
Hyperdrive Multiplier: X1
Hyperdrive Backup: X8
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 5D
Shields: 3D
Sensors:
????????Passive: 30/0D
????????Scan: 60/2D
????????Search: 110/3D
????????Focus: 2/3D+2

Fighters: 5 Sontaran Scout Ships

Weapons:
????????20 Turbolaser Cannons
??????????????Scale: Capital
??????????????Fire Arc: (*)
??????????????Fire Rate: (Once every 5 rounds)
??????????????Skill: Capital Ship Gunnery
??????????????Fire Control: 2D
??????????????Space Range: 3-12/30/60
??????????????Planetary Range: 6-24/60/120 Km
??????????????Damage: 7D
????????40 Heavy Laser Cannons
??????????????Scale: Starfighter
??????????????Fire Arc: (*)
??????????????Fire Rate: (Once every 5 rounds)
??????????????Skill: Starship Gunnery
??????????????Fire Control: 1D

??????????????Space Range: 1-2/10/15
??????????????Planetary Range: 2-4/20/30 Km
??????????????Damage: 7D
????????1 Spacecannon
??????????????Scale: Capital
??????????????Fire Arc: Front
??????????????Fire Rate:
??????????????Skill: Capital Ship Gunnery
??????????????Fire Control: 2D
??????????????Space Range: 6-24/60/120
??????????????Planetary Range: 12-48/120/240 Km
??????????????Damage: 10D
*: The wheels of the War-Wheel rotate as the vessel moves, this is done to rotate its overpowered weapons during their cooling off period after each shot, taking 5 rounds to rotate the wheels through 360 degrees. The War-Wheel can bring 9 of its TurboLasers and 18 of its Laser Cannons to bear in either the forward or back fire arcs at any one time. But standard tactics dictate that only 8 TurboLasers and 8 Laser Cannons are fired at any one time, to allow the War Wheel to continually fire without having to wait for its weapons to cool down before firing again, however some commanders prefer attempting to finish a battle quickly rather than hold back for a drawn out battle.

Description: The War-Wheel was a massive battlecruiser used by the Sontarans. The ship appeared as an axle with two wheels on its ends. It was armed with a space cannon, carried Sontaran shuttlecraft and was captained by an Admiral.

One War-Wheel was used in the pursuit of a Rutan spy and moved to every intersecion point where the Rutan might be.

Sontaran Commander Steg intended to open a wormhole above Sentarion and send a War-Wheel through it to Ruta III where it would kill the Rutan Queen. The Doctor closed the wormhole and trapped the War-Wheel inside.

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