Starships D6 / Ranzar Malks Space Station



Name: Ranzar Malks Space Station
Scale: Capital
Length: 250m
Skill: Capital Ship Piloting
Crew: 20
Passengers: 80
Cargo Capacity: 10000
Consumables: 8 Months
Fighters: 6
Shuttles: 4
Dock Ports: 2

Hull: 4D
Shields: 2D
Sensors:
- Passive: 50/1D
- Scan: 100/3D
- Search: 200/4D
- Focus: 6/4D+2

Weapons:
- 2 Laser Batteries
  - Scale: Starfighter
  - Fire Arc: Turret
  - Fire Control: 2D
  - Space: 1-3/12/25
  - Atmosphere:
  - Damage: 5D
- 4 Tractor Beams
  - Scale: Capital
  - Fire Arc: 1/1/1/1
  - Crew: 3
  - Fire Control: 2D
  - Space: 1-5/15/30
  - Atmosphere:
  - Damage: 5D

Description: A space station was the base of a crew of mercenaries led by Ranzar Malk. The bounty hunter known as the Mandalorian visited the station to join a team of mercenaries, who had been tasked by Malk into rescuing the prisoner Qin from a New Republic prison transport. The team betrayed the Mandalorian and left him for dead, but he escaped and returned to the station with Qin, the latter unknowingly carrying a tracker from the prison transport. Malk paid the Mandalorian and let him leave, but ordered a gunship to shoot him down. However, a New Republic squadron followed the tracker's distress signal, and opened fire on the station.

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