Starships D6 / Kuat Drive Yards DarkStar Bat

DarkStar Battle Cruiser

KDY's Darkstar battle cruiser is a testament to their sheer building capability and the genius of the Jer`segan race. A group of Jer`segan refugees began to work for KDY and created new phase disruption weapons. Phase disruption weapons turn an energy shield's own energy against it. Twelve quantum torpedo tubes lay out across the bow ventral surface, able to lay waste to enemy ships in a single salvo. In various positions along the ship phase disruptor cannons sweep out in their arcs of continous energy. The ship is also equiped with many conventional weapons: turbolasers, ion cannons, proton torpedoes, and tractor beams.

The ship is broad jutting outlike a blunt sword, similair to industrial age aircraft carriers with a smooth underside with short broad wings sweeping out in the back with drive nacelles. The ship also holds three Manta-Class light cruisers, seven landing craft and a squadron of fighters. The ship is incredibly huge and it's cost is rather high. These ships have been seen in the hands of several factions including the empire. They are excellent heavy assault cruisers.

Craft: Kuat Drive Yards DarkStar Battle Cruiser
Type: Battle Cruiser Cruiser
Scale: Capital
Length: 1100 meters
Skill: Capital Ship Piloting: DarkStar
Crew: 12,000; Gunners:
Crew Skill: Astrogation 4D, Capital Ship Piloting 5D Capital Ship Shields 4D, Capital Ship Gunnery 4D+2 Sensors 4D
Passengers: 900 (troops)
Cargo Capacity: 8000 metric tons
Consumables: 5 years
Hyperdrive Multiplier: x3
Hyperdrive Backup: x10
Nav Computer: Yes
Manoeuvrability: 1D
Space: 5
Hull: 6D
Shields: 3D
Sensors:
- Passive: 50/1D
- Search: 200/4D
- Scan: 100/3D
- Focus: 6/4D+2

Weapons:
50 Turbolaser Batteries
- Fire Arc: 20 Front, 15 Left, 15 Right

Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 1D
Space/Orbit Range: 3-15/35/75, 6-30/70/150 km
Damage: 7D

25 Heavy Phase Disruptors
Fire Arc: 12 Front, 5 left, 5 right , 3 rear
Crew: 1
Scale: Capital
Skill: Captital Ship Gunnery
Fire Control: 3D
Space/Orbit Range: 4-11/20/35, 6-14/29/43 km
Damage: 6D (+1D for every 2D shields the target has)
*Note: may be kept on constant fire releasing a steady stream, to keep the beam on the target requires another roll but this is a free action if the target is not manuvering.

10 Ion Cannons
Fire Arc: 4 Front, 2 Left, 2 Right, 2 Rear
Crew: 4
Skill: Capital Ship Gunnery
Fire Control: 4D
Space/Orbit Range: 1-10/25/50, 2-20/50/100 km

5 Tractor Beam Projectors
Fire Arc: 3 Front, 1 Left, 1 Right
Crew: 4
Skill: Capital Ship Gunnery
Fire Control: 2D
Space/Orbit Range: 1-5/15/30, 2-10/30/60 km
Damage: 6D

12 Ventral Quantum Torpedo Tubes
Fire Arc: Front
Crew: 4
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 9D (+2((pips)) to damage for every 1D of shielding the target has)

30 Proton Torpedo Tubes
Fire Arc: Turret
Crew: 4
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 7D

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