



Starships D6 / Kuat Drive Yards DarkS

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 continuous energy. The ship is also equipped with many conventional weapons: turbolasers, ion cannons, proton torpedoes, and tractor beams.

The ship is broad jutting out like a blunt sword, similar 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 its 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: Capital 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 maneuvering.

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

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Dave Moloney, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).