Starships D6 / Kuat Drive Yards Libra MegaC

Libra-class MegaCruiser

The Libra MegaCruiser was designed by KDY before the design of the Super Star Destroyer. It was the companies first attempt to create a powerful super ship for the empire. The first ship of it's class, the Libra herself, was built right over Kuat and given high priority.

It used revoloutinary design concepts. There was no real sides on the Libra, as it was made up of four dimond shaped sections around a central area. The central section's top half houses the bridge which has reinforced transparisteel viewports in a 360 degree rotation giving the command crew a view of all around them. The drive systems are fixed to the tops and bottoms of the outter areas and can fire in any direction, independant of the others, allowing for complex manuvers and instantaneous changes of direction.

However, the ship's size and awkward shape slows it down considerably. KDY also revamped a weapons concept from one of the rebel factions. They implemented disruptor weapons on a turbolaser scale, in series of heavy batteries all across the ship. These incredibly pwoerful weapons are positined and set on swiveling axis' so they may fire at enemies in any quadrant. This allowed the Libra the ability to bring it's full firepower to bear on any given enemy ship. These were also supplemented by heavy turbolaser cannons. Two other of this class of ship were created but the project was cancled.

The Imperial Navy found the Libra to be "not suitably versatile". Furthermore, when the Navy crewed the ship and left with it for an Imperial base for additional testing, it disappeared. It went into hyperspace and never came out. Publicly the empire claimed Rebel Terrorists had sabotaged the ship, but nobody actualy knows what happened to her. And after the project was shut down, there was confusion as the design specs for the Executor came in, so amazingly the other two Libra class cruisers that had been completed were lost track of.

Craft: Kuat Drive Yards Libra MegaCruiser
Type: MegaCruiser
Scale: Capital
Length: 3,200 meters
Skill: Capital ship piloting: Libra
Crew: 60,850
Crew Skill: Astrogation 4D, capital ship gunnery 6D+1, capital ship piloting 5D+1, capital ship sheilds 4D+1, sensors 4D
Passengers: 7,900 (troops)
Cargo Capacity: 36,000 metric tons
Consumables: 6 years

Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Manuverability: 1D+2
Space: 5
Hull: 6D+2
Sheilds: 3D+1
Sensors:
- Passive: 50/1D
- Scan: 100/3D
- Search: 200/4D
- Focus: 6/4D+1

Weapons:
60 Heavy Disruptor Batteries
- Fire Arc: Turret
- Crew: 1 (20), 2 (30)
- Skill: Capital ship gunnery
- Fire Control: 0D
- Fire Rate: 1/2
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 8D

80 Heavy Turbolaser Cannons
- Fire Arc: 20 front, 20 left, 20 right, 20 back
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 1D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 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.