Starships D6 / Drakkar Cruiser

Drakkar Cruiser

Craft: Rabid Rodent/Kuat Drive Yards' Drakkar
Type: Attack Cruiser / Escort
Scale: Capital
Length: 90m
Width: 60m
Height: 60m
Crew: 110 (Gunners: 45), Skeleton: 65
Skill: Capital Ship Piloting, Starship Gunnery, Starship Shields
Cargo Capacity: 400 metric tons
Consumables: 1 year
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 4D
Space: 10
Hull: 7D
Shields: 5D+2
Cost: 70 million credits (Not available for Civilian construction)
Sensors:
- Passive: 50/1D
- Search: 200/4D
- Scan: 100/3D
- Focus: 6/4D+2

Weapons:
1 Heavy Turbolaser Cannon
- Fire Arc: Fore
- Crew: 4
- Skill: Capital Ship Gunnery
- Fire Control: 4D
- Space Range: 3-15/35/75
- Atmosphere: 6-30/70/150 km
- Damage: 9D

8 Heavy Turbolaser Batteries
- Fire Arc: All Fore, 2 Dorsal, 2 Ventral, 2 Port, 2 Starboard.
- Crew: 5
- Skill: Capital Ship Gunnery
- Fire Control: 0D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150km
- Damage: 9D

6 Quad Turbolaser Turrets
- Fire Arc: Turret (esp. Aft)

Crew: 4
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 3-20/40/80
Atmosphere Range: 6-40/80/160km
Damage: 6D

4 Concussion Missle Launchers
Fire Arc: Fore
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 9D

Description: As best as I can describe it..The central body is like a bullet, with 'fenders' sticking out on four sides. The port and starboard fenders extend back, forming the outer edge of the engine columns (2). If you have ever seen a cartoon rocketship, you may have some idea of how the Drakkar looks. Very curvey all over, except for the engine columns which are straight. At the places where the bulging fenders meet, there are small creases. The missle launchers are placed on/in those. The quad turbolaser turrets are located on the top, bottom and outer side of the engine columns, to cover the Drakkar's ass. Heavy Turbolaser Batteries are slightly sunken into the fenders, but because the fenders slope down towards the nose of the ship and are curved, the 2 batteries on each fender can aim towards both the fore of the ship and up from its current position, and depending on how the ship is positioned that may be Up, Down, Port or Starboard (hence the rather strange firing arcs). By being slightly sunken down, they cannot fire aft, but this allows the shields to be more protective in that the ship is very sleek, with little protruding objects. The single Heavy Turbolaser Cannon is housed in the very tip of the nose. It only sticks out a quarter of a meter, the bulk of it within the ship. It has limited aiming however, only about 20 degrees in all directions. The powerful thrusters near the front of each fender allow the ship to turn to aim however, and the modern combat computers standard in new ships make the aim quite accurate. Light weight hull plating was used, as was advanced power generators. The engines have their own generators, allowing the high speeds the Drakkar has.

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