Starships D6 / Fluffy Bunny Planetary Denial

Fluffy Bunny Planetary Denial Vessel

The invasion of the Yuuzhan Vong sounded the death knell of the "Imperial" class Star Destroyer. It also signaled an end to the superiority of the "Super"-class Star Destroyer. Bastion's R&D specialists quickly produced it's capable replacement, the "Eternal," But the "Eternal" was not enough. The Yuuzhan Vong captured planets at such an alarming rate that Imperial stratagists could only stare in envy. It became obvious that a vessel was needed to make those victories shallow and meaningless. The Bastion DMR facility designed the "Fluffy Bunny" class Planetary Denial Vessel and gave it to Kuat Drive Yards through the MattCorp front company.

The "Fluffy Bunny" has a simple hull consisting of a bow sphere with the two ovoid MCPS Arrays and a rounded cylindrical main hull with four docking arms for the Remote Missile Batteries. The 'head' is the where most of the crew stays because the main hull is a huge generator. The "Fluffy Bunny" is designed to take massive amounts of punishment when it executes its mission of entering Yuuzhan Vong systems and destroying the occupied planets.

Craft: MattCorp "Fluffy Bunny" Planetary Denial Vessel
Type: Planetary Denial Vessel
Scale: Capital
Length: 8,000 meters
Skill: Capital Ship Piloting: PDV
Crew: 92,458 gunners: 880 skeleton: 50,000/+10
Crew Skill: Astrogation 4D, Capital Ship Gunnery 6D, Capital Ship Piloting 4D+2, Capital Ship Shields 6D, MCPS Operation 6D, Sensors 5D
Passengers: 500 (troops)
Cargo Capacity: 5,000 metric tons
Consumables: 6 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 0D
Space: 2
Hull: 10D
Shields: 8D (the "Fluffy Bunny" has 16D of backup shields)
Sensors:
- Passive: 75/1D+2
- Scan: 150/3D+2
- Search: 300/5D
- Focus: 8/6D+2

Weapons:
2 Axial Superlasers

Scale: Death Star
Fire Arc: Front
Crew: 24
Skill: Capital Ship Gunnery: Superlaser
Fire Rate: 1/6
Fire Control: 6D
Space Range: 3-30/70/150
Damage: 8D
The Axial Superlasers can fire low power shots of 2D every turn instead of the full power shot.

2 MCPS Arrays
Fire Arc: 1 front/left/back, 1 front/right/back
Crew: 16
Skill: MCPS Operation
Fire Control: 2D
Space Range: 3-30/50/300
Blast Radius: 600m
Damage: 8D (4D against Yorik Coral)
Ignores shields and shield singularities. All ships within blast radius are equally affected.

400 Medium Turbolasers
Fire Arc: 150 front, 100 left, 100 right, 50 back
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150km
Damage: 5D

Carried Vehicles:
8 Remote Missile Batteries
24 Skipray Blastboats

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