Starships D6 / Insurrection Command Cruise

Insurrection Command Cruiser

Now making a new series of these ships, KDY now introduced the Insurrection Command Cruiser, It had vast improvements over the preveious Insurrection and now had the New Assault Phase Disruptors , making life not so Sweet by their massive barrage of power onto the enemy. The Command Cruiser also supports massive amounts of weapons and Had the bridge now inside the hull. The Ship has 4 Main Generators. which are seperately put inside the hull at Various points and with 40 m thick armor and 5m of armor on the thinnest possible extent of the hull. The ship overall has a 40m thick armor on it to prevent any seriuous damages. Also there are 6 Smaller Generators to operate various other functions of the ship and are shielded with 10m thick armor

Craft: Kuat Drive Yards Insurrection Command Cruiser
Type: Assault Cruiser Class
Scale: Capital
Length: 8,000 meters
Skill: Capital Ship Piloting: Insurrection
Crew: 152,000; Gunners: 90,000
Crew Skill: Astrogation 5D, Capital Ship Piloting 6D Capital Ship Shields 6D, Capital Ship Gunnery 5D+2 ,Sensors 4D
Passengers: 78,000 (troops)
Cargo Capacity: 548,000 metric tons
Consumables: 16 years
Hyperdrive Multiplier: x1.5
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuvrability: 1D
Space: 6
Hull: 8D
Armored surface: 5D
Shields: 5D (note: shield generators are internal)
Backup: 3D
Sensors:
- Passive: 50/5D
- Search: 200/5D+2
- Scan: 100/6D
- Focus: 6/6D+2

Weapons:
1 Assault Phase Disruptor
- Fire Arc: 1 front
- Crew: 10
- Scale: Capital
- Skill: Capital Ship Gunnery

Fire Control: 4D
Space/Orbit Range: 4-60/80/150
Atmosphere Range: 4-80/100/200 km
Damage: 10D (+1D for every 1D 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.

80 Super Heavy Turbolaser Batteries
Fire Arc: 20 Front, 25 Left, 25 Right, 10 Back
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 4-20/40/80
Atmosphere Range: 8-40/80/160 km
Damage: 12D

50 Heavy Ion Web Projectors
Fire Arc: 12 Front, 15 Left, 15 Right, 8 Back
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 5D
Space Range: 2-15/30/60
Atmosphere Range: 4-30/60/120 km
Damage: 15D Ionization Damage

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

30 Multi-Directional Heavy Quantum Torpedo Tubes
Fire Arc: Front 10, left 10 , right 10
Crew: 4
Skill: Capital ship gunnery
Fire Control: 6D
Space Range: 2-50/70/110
Atmosphere Range: 4-60/80/130 km
Damage: 12D (+4((pips)) to damage for every 1D of shielding the target has)

120 Heavy Quad Laser Cannons
Fire Arc: 30 Front, 30 Left, 30 Right, 30 Back
Crew: 2
Skill: Starship Gunnery
Fire Control: 6D
Space Range: 2-6/24/50
Atmosphere Range: 200-600/2.4/5 km
Damage: 8D

Ships Compliments:
*note: contains multiple launch chutes instead of major hangar to leave but enters into 10 small hangers on the sides of the ship which are 20m thick armor on the doors

1,000 Fighters
10 Lambda Shuttles
8 Troop Transports
6 Imperial Landing Craft

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