



## Starships D6 / Hapan Battle Dragon

### Hapan Battle Dragon

Craft: Olanjii/Charubah Battle Dragon

Type: Battle cruiser

Scale: Capital

Length: 500 meters (diameter)

Skill: Capital ship piloting: Battle Dragon

Crew: 6,705; Gunners: 232; Skeleton: 1,250/+15

Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 4D, capital ship shields 3D+2, sensors 4D+1

Passengers: 500 (troops)

Cargo Capacity: 20,000 metric tons

Consumables: 3 years

Cost: Not available for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 1D

Space: 5

Hull: 6D

Shields: 2D

Sensors:

Passive: 20/1D

Scan: 50/2D

Search: 70/3D

Focus: 4/4D

Weapons:

40 Turbolasers

Fire Arc: Turret\* (see below)

Crew: 3

Skill: Capital ship gunnery

Fire Rate: 1/3

Fire Control: 3D

Space Range: 15/25/75

Atmosphere Range: 30/70/150 km

Damage: 5D

#### 40 Ion Cannons

Fire Arc: Turret\* (see below)

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 10/25/50

Atmosphere Range: 20/50/100 km

Damage: 4D

#### 6 Triple Ion Cannons

Fire Arc: 3 dorsal, 3 ventral

Crew: 5

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 10/25/50

Atmosphere Range: 20/50/100 km

Damage: 6D

#### 10 Proton Torpedo Launchers

Fire Arc: 3 front, 3 left, 3 right, 1 back

Crew: 2

Skill: Capital Ship Gunnery

Fire Control: 3D+2

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 8D

#### 4 Pulse Mass Generator Tubes

Fire Arc: Turret

Crew: 5

Skill: Capital ship gunnery

Fire Control: 5D

Space Range: 5/10/20

Damage: Blocks hyperspace travel

#### 16 Pulse Mass Mines

Fire Arc: All

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 4D

Space Range: 5/10/20

Damage: Blocks hyperspace travel

#### Tractor Beam Projector

Fire Arc: Turret

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 5/15/30

Atmosphere Range: 10/30/60 km

Damage: 6D

\* Note: Hapan Battle Dragons have rotating "saucers" on which the turbolasers and ion cannons are mounted. At any one time, there are only ten turbolasers and ten ion cannons in each fire arc. A Battle Dragon may fire in one fire arc, then rotate the next fire arc's weapons into position and fire them in the next round. Saucers rotate clockwise and turbolaser recharging takes three full rounds.

Starfighter Complement: 3 squadrons

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