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: Captital 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: Captital 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: Captital 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 clock-wise and turbolaser recharging takes three full rounds.

Starfighter Complement: 3 squadrons

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Ryan Matheny, 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.