Starships D6 / The Blood of Kashan

The Blood of Kashan

The Blood of Kashan is one of three Duom-class star cruisers that ever saw construction. The Blood of Kashan was the last Duom to come out of the ship yards of Kashan and featured several design advancements over the older KS-150a model (the other two Duoms were this class).

The Palvar's Pride, the first Duom star cruiser ever constructed, was lost in hyperspace due to a freak engineering accident that blew out the ion engine arrays and tore the ship apart. The ship was listed as missing for nearly a year before a merchant freighter came across its distress buoy in hyperspace.

The Duom-class star cruiser was designed by Kashan Systems for planetary assaults and fighter carrier duty. Only three of these bulky cruisers were ever constructed and an advanced version serves as the flagship of the Palvar Defense Force. Duom cruisers are primarily intended to be used to launch planetary assaults, providing both large sums of ground troops and starfighter support while smaller escort frigates and corvettes provide the needed cover for the slow, yet massive, star cruisers.

Craft: Kashan Systems' KS-150b Duom-class Star Cruiser
Type: PDF flagship
Scale: Capital
Length: 1,609 meters
Skill: Capital ship piloting: Duom star cruiserr
Crew: 3,045, gunners: 200, skeleton: 500/+15
Crew Skill: Astrogation 5D, capital ship gunnery 4D+1, capital ship piloting 4D+1, capital ship shields 4D+2, sensors 4D+1
Passengers: 4,500 (troops)
Cargo Capacity: 25,000 metric tons
Consumables: 5 years
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x4
Nav Computer: Yes
Maneuverability: 1D+1
Space: 5
Hull: 7D
Shields: 5D
Sensors:
- Passive: 40/1D
- Scan: 80/2D
- Search: 125/3D

Focus: 5/4D

Weapons:

60 Heavy Turbolasers

Fire Arc: 20 front, 15 left, 15 right, 10 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 6D

30 Ion Cannons

Fire Arc: 10 front, 10 left, 10 right
Crew: 2
Skill: capital ship gunnery
Fire Control: 3D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 4D

10 Concussion Missile Launchers

Fire Arc: 3 front, 3 left, 3 right, 1 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 9D

Starfighter Complement: 4 squadrons

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