



Starships D6 / Wertokian Grishmath C

Wertokian 'Grishmath' Carrier

Wertokia Grishmath-class Carriers have become famous in the regions controlled by RanCorp and the pseudo government of the H`Kebra nation. After RanCorp funded and eventually intervened in the war for Wertokia's independence the wertokian's enhanced technical skills were provided to RanCorp as repayment as they joined the growing Empire.

The Grishmath-class fighter carrier stands at 5,000 meters long, slightly over three times the length of an imperial-class star destroyer. It's a long ship resembling ancient pre-space flight naval aircraft carriers. It's armament is powerful but leaves a considerable blind spot in the ship's rear as it has no weapons facing that way. It's main power comes from the three wings of fighters it can carry in various launch bays. For added security the bays are equipped with sliding doors disguised against the bulkhead but the fighters primarily leave out various launch tubes across the ship's hull. But in the case that some or all launch tubes have been destroyed, heavy durasteel bulkhead doors will open up revealing the hangar bays' true location. There are also 4 small hangar bays for maintenance and a visitor's craft.

The final touch is the wertokian hyper-rift star drive. The ship's engines are among the most advanced in the galaxy and allow them to move with a quickness that seems impossible for a ship that size. The hyperdrive actually bends reality to shorten the hyperspace jumps significantly giving it the equivalent of a class .8 hyperdrive.

Craft: Wertokia Republican Space Yards Grishmath class fighter carrier

Type: Heavy starfighter carrier

Scale: Capital

Length: 5,000 meters

Skill: Capital ship piloting: Wertokian Carrier

Crew: 36,810, gunners: 275,

Crew Skill: Astrogation 3D+2, capital ship gunnery 5D+1, capital ship piloting 4D+2, capital ship shields 3D+2, sensors 5D

Passengers: 4,800 (troops)

Cargo Capacity: 25000 metric tons

Consumables: 3 and a half years

Cost: Not available for sale

Hyperdrive Multiplier: x.8

Hyperdrive Backup: x7

Nav Computer: Yes

Maneuverability: 1D+2

Space: 8

Hull: 5D+2

Shields: 3D

Sensors:

Passive: 50/1D

Scan: 195/3D+2

Search: 280/4D+1

Focus: 8/5D+2

Weapons:

42 Turbolaser Batteries

Fire Arc: 13 front, 15 left, 15 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

35 Ion Cannons

Fire Arc: 13 front, 11 left, 11 right,

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

8 Tractor Beam Projectors

Fire Arc: 3 front, 2 left, 2 right, 1 back

Crew: 10

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

Starfighter Complement: 18 squadrons (3 wings)

6 squadrons Omega-wing interceptors

6 Squadrons space superiority fighters or DeathSeed space assault fighters

3 squadrons wasp atmospheric fighters

3 squadrons Arbiter bombers

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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