Starships D6 / Wertokian Grishmath Carrier

Wertokian 'Grishmath' Carrier

Wertokia Grishmath-class Carriers have become famous in the regions controlled by RanCorp and the pseudo goverment of the H`Kebra nation. After RanCorp funded and eventualy intervened in the war for Wertokia's independance 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 armamemnt is powerful but leaves a considerable blind spot in the ships rear as it has no weapons facing that way. It's main power thought comes from the three wings of fighters it can carry in various launch bays. For added secrity the bays are equiped 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 dorrs 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 adavnced in the gaalxy and allow them to move with a quickness that seems impossible for a ship that size. The hyperdrive actualy bends reality to shorten the hyperspace jumpps signifagantly giving it the equivalant 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
All text and stats by Dave Maloney, 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.