

Starships D6 / Wertokian Hive Cruiser

Wertokian Hive Cruiser

These ships though are small relative to star destroyers or even Wertokian fighter carriers, the Hive class cruiser inspires much fear. It has a sleek agile blade-like shape to it and seems far larger than it is. It is armed with ion cannons and tractor beams but those are mainly to allow it to capture vessels intact. Its main assault comes from its built-in automated fighter drone factories. These factories build and release small state-of-the-art attack drones which are centrally controlled elsewhere on the cruiser. The fighters may also be held in bays but after the drones launch, the factories get to work building more. The cruiser's control systems can handle up to two full wings of drones but it is a great strain on the operators. The few battles these ships have been in have earned them a reputation for vicious power.

Ship: Wertokian Republican Space Yards Hive-class attack cruiser

Type: Assault Cruiser

Scale: Capital

Length: 900 Meters

Skill: Capital Ship Piloting: Hive Cruiser

Crew: 12,850; Gunners: 134;

Crew Skill: Astrogation 4D, Capital Ship Piloting 5D+1

Capital Ship Shields 4D+1, Capital Ship Gunnery 4D+2

Sensors 4D

Passengers: 900 (troops)

Consumables: 8 months

Cargo Capacity: 4,000 metric tons

Hyperdrive Multiplier: x.8

Hyperdrive Backup: x6

Nav Computer: Yes

Space: 8

Maneuverability: 1D

Hull: 4D+2

Shields: 4D

Sensors:

Passive: 50/1D

Scan: 75/3D

Search: 150/4D

Focus: 5/4D+2

Weapons:

20 Ion Cannons

Fire Arc: 5 front, 5 left, 5 right, 5 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100km

Damage: 3D

5 Concussion Missile Launchers

Fire Arc: 1 front, 2 left, 2 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

6 Tractor Beam Projectors

Fire Arc: 2 front, 2 left, 2 right

Crew: 4

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

Drone Fighters

Type: Aerospace Superiority Drone Interceptor

Length: 4 meters

Scale: Starfighter (because of armament)

Maneuverability: 3D+1

Space: 10

Hull: 3D

Shields: 1D+2

Weapons:

2 Auto Blasters (fire-link optional)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 2D

Range: 1/15/30

Damage: 3D (4D when Fire linked)

Fire Rate: 2

Plasma Bomb:

If need be a drone can detonate it's core as a plasma bomb inflicting a last bit of damage on nemy forces. The blast does 5D starfighter scale but cannot be activated if the power core is not still operational.

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