Starships D6 / Wertokian Hive Cruiser

Wertokian Hive Cruiser

These ship though are small relative to star destroyers or ever Wertokian fighter carriers, the Hive class cruiser inspire much feerr. 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. It's main assault comes from it's 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 buidlding more. The cruiser's control systems can handle up to two full wings of drones but it is a great starin ion the operators. The few battles these ships have been in have earned them a reputation for vicious power.

Ship: Wertokia 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 Superority 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 inflciting a last bit of damage on nemey forces. The blast does 5D starfighter scale but cannot be activated if the power core is not still operational.

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