Starships D6 / The Knass (Big Ass)

The K'nass ("Big Ass")

The K'nass' main weapons are two super ion beam weapons that can disable any ship in a single hit. It is equipped with super shielding that can withstand heavy bombardment and possibly superlasers hits as well. There are two massive hangar bays, one at each flank of the ship, that are large enough to accommodate ships up to two kilometers in length. The K'nass carries literally hundreds of entechment labs so the crews of captured ships can quickly be enteched. The enteched life energy is sent to the ship's droid manufacturing area where they are immediately transferred into a new droid.

Craft: Ssi-ruuvi K'nass-class Super Cruiser
Type: Ssi-ruuvi Super Cruiser
Scale: Capital
Length: 10,000 meters
Height: 8,000 meters
Width: 8,000 meters
Skill: Capital ship piloting: K'nass
Crew: 15,000 (Ssi-ruuk) and 150,000 (P'w'ecks)
Gunners: 5,730
Skeleton: 900 (Ssi-ruuk) and 12,000 (P'w'ecks)
Crew Skill: Astrogation 4D, capital ship gunnery 6D, capital ship piloting 6D+2, capital ship sheilds 5D+2, sensors 5D
Passengers: 40,000
Cargo Capacity: 250,000 metric tons
Consumables: 6 years
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Hull: 8D+1
Shields: 15D+2
Sensors:
Passive: 250/2D
Scan: 350/3D
Search: 500/4D
Focus: 75/5D
Weapons:
2 Super Ion Beam Projectors
Fire Arc: 1 dorsal turret, 1 ventral turret
Crew: 55
Scale: Death Star

Skill: Capital ship piloting: super-ion
Fire Control: 5D
Space Range: 5-25/75/150
Damage: Gradational output can fire once every minute at minimum enery (1D damage). It can also build up a charge of 1D per minute up to 10D.

540 Quad Turbolaser Batteries
Fire Arc: 250 front, 100 left, 100 right, 90 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 0D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 11D

700 Heavy Ion Cannon Batteries
Fire Arc: 300 front, 150 left, 150 right, 100 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D

100 Concussion Missile Launchers
Fire Arc: 25 front, 25 left, 25 right, 25 back
Crew: 4
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 2-12/30/60
Atmopshere Range: 6-30/70/150 km
Damage: 5D

250 Tractor Beam Projectors
Fire Arc: 75 front, 75 left, 75 right, 25 back
Crew: 6
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Damage: 4D

Starfighter Compliment: 10,000 Battle Droids

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