



## 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)

    Gunnery: 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 shields 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 energy (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

Atmosphere 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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