Starships D6 / Altarren Ares Starcruiser

Altarren Ares Starcruiser

The Ares class starships were the largest spacecraft developed by Altarren Fleet Systems approximately six hundred years prior to the birth of the Galactic Empire. Like the rest of Altarren's designs, the Ares only saw limited production and deployment within the Minar sector located in the Mid Rim territories.

The Altarrens constructed the Ares to serve as their main line battleship for the defense of their sovereignty - the Altarrens never joined the Old Republic but eventually lost their independence when Imperial warships arrived in system.

The Ares starships were 550 meters in length (only slightly smaller than the Republic's Dreadnaught heavy cruisers) and boasted an impressive array of weaponry which included 52 laser pulse cannons and 22 concussion missile launchers.

The vessels were designed to serve as space carriers as well as troopships. Each Ares starship carried a full squadron of twelve AF76 assault fighters on external fighter racks mounted on the craft's dorsal side. For surface actions, the ships carried 2,500 Altarren Mobile Infantry (AMI) troops along with sixteen drop-ships and six transports for deployment.

The Altarren engineers designed the Ares to have an operational lifespan of several centuries. Due to this, the Ares remained the main warship of the Altarren Navy all the way up to the eventual Imperial takeover - the ships destroyed by the attacking Imperial forces were an average of 400 years old.

Era Introduced: 600 years before the Battle of Yavin

Craft: Altarren Fleet Systems' SS8 Ares Starship
Type: Star cruiser
Scale: Capital
Length: 550 meters; width: 61 meters
Skill: Capital ship piloting: Ares starship
Crew: 951; gunners: 118; Skeleton: 96/+15
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D
Passengers: 2,500 (troops)
Cargo Capacity: 10,000 metric tons
Consumables: 4 years
Cost: Not available for sale
Hyperdrive Multiplier: x4
Hyperdrive Backup: x28

Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 4D+2
Sensors:
- Passive: 30/0D
- Scan: 55/1D+1
- Search: 110/2D
- Focus: 3/2D+2

Weapons:
52 Laser Pulse Cannons
- Fire Arc: 8 front, 20 right, 20 left, 4 back
- Crew: 1
- Skill: Capital ship gunnery
- Scale: Starfighter
- Fire Control: 2D
- Space Range: 1-5/12/23
- Atmosphere Range: 100-500/1.2/2.3 km
- Damage: 3D+2

22 Concussion Missile Launchers
- Fire Arc: 2 front, 10 left, 10 right
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 1D
- Space Range: 5-13/20/45
- Atmosphere Range: 500-1.3/2/4.5 km
- Damage: 6D

Starship Complement:
- 12 AF76 tactical assault fighters
- 16 DS9 drop-ships
- 6 RB34 light transports

Designer Notes: Based off of the Ares Starship in Starship Troopers.

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