Starships D6 / Dominence Fleet Carrier

Dominence Fleet Carrier

The Dominence Fleet Carrier was Rancorp's first offensive ship. It was based off an old design concept from the old republic. The ship is fairly similair in design and exactly the same in apperance to the ships used by The Galactic Trade Federation during Old Republic times. The ships have a lare outer horseshoe ring and at the center inside of the ring is a bulbous portrusion. The outter ring is dotted with what seem to be transport and cargo bays; however, in reality these are hangars for large fleets. The ships are large but not very well armed for their size, their main role is to literaly be a fleet carrier, droping an entire fleet on an enemy system. These were RanCorp's original ships used for combat to hide their aggressions until it was too late. They are now sold as carriers or cargo ships across the galaxy.

Craft: RanCorp Dominence Fleet Carrier
Type: Fleet Carrier
Scale: Capital
Length: 2,600 meters diameter
Skill: Capital Ship Piloting: Dominence
Cost: 650,000
Crew: 15,000, gunners: 200
Passengers: 2000 troops
Cargo Capacity: 400,000 metric tons
Consumables: 3 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 0D
Space: 6
Hull: 7D
Shields: 3D
Sensors:
- Passive: 50/1D
- Scan: 100/3D
- Search: 180/4D
- Focus: 5/5D

Weapons:
45 Turbolaser Batteries
- Fire Arc: 15 Front, 10 left, 10 right, 10 Back
- Crew: 2
- Skill: Starship Gunnery
- Fire Control: 3D
- Space Range: 3-15/36/75
- Atmosphere Range: 6-30/72/150km
- Damage: 4D

45 Ion Cannons
- Fire Arc: 15 Front, 10 left, 10 right, 10 Back
- Crew: 2
- Skill: Starship Gunnery
- Fire Control: 2D
- Space Range: 1-10/25/50
- Atmosphere Range: 2-20/50/100km
- Damage: 3D

16 Tractor Beam Projectors
- Fire Arc: 4 Front, 4 left, 4 right, 4 Back
- Crew: 4
- Skill: Starship Gunnery
- Fire Control: 2D
- Space Range: 1-5/15/30
- Atmosphere Range: 2-10/30/60 km
- Damage: 4D

Capital Hangar Slots:
- 3 Destroyer Class: For ship the size of Star destroyers
- 6 Cruiser Class: For ships the size of strike cruisers or such
- 14 Transport Class: For transport ships such as carriers and bulk freighters

Fighter Hangar Slots
- 3 Bomber slots: Hold up to 3 squadrons of Bombers
- 2 Interceptor Slots: Hold up to 2 squadrons of Imnterceptors
- 5 Fighter Slots: Hold up to 5 squadrons of Space Superiority Fighters
- 4 Transport Slots: Hold up to 40 shuttles, rescue craft, landing craft and assault transports
- 2 Frieghter Slot: Hold up to 20 light to medium class transport ships

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