Starships D6 / RanCorp Ranger-Class Patrol

RanCorp Ranger-Class Patrol Picket

The Ranger class SPP is a relatively large system patrol craft with enough firepower to hold off enemy capital ships for a short period of time. It resembles a cross ebtween a lancer frigate and an old republic dreadnaught. The ship's only armament are it's 20 medium plasma cannons which can engage an enemy from any direction. The ship also has a good sensor array to detect intruders.
The vessel's main purpose is to patrol a particular system for any sign of enemy forces and engage them untill reinforcements arrive. The ship is incredibly cheap for a ship of it's size.

Craft: RanCorp Ranger System Patrol Picket
Type: Medium Picket Ship
Scale: Capital
Length: 100 meters
Skill: Capitol Ship Piloting: Ranger
Crew: 8, gunners: 5
Crew Skill: Astrogation 4D, space transports 4D+2, starship gunnery 4D
Passengers: 4
Cargo Capacity: 74,000 metric tons
Consumables: 3 months
Cost: 250,800 (new)
Hyperdrive Multiplier: x3
Nav Computer: Yes
Space: 2
Hull: 2D
Shields: 1D
Sensors:
- Passive: 20/0D
- Scan: 25/1D+2
- Search: 50/2D
- Focus: 4/4D

Weapons:
20 Medium Plasma Cannons
- Scale: Capital
- Fire Arc: 5 each arc
- Crew: 2
- Skill: Capital Ship Gunnery
- Fire Control: 3D
- Space Range: 3-15/46/90
- Atmosphere Range: 600m-3.0/9.2/180km
- Damage: 6D+2

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