



## Starships D6 / RanCorp Ranger-Class

### 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 between 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 until 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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All text and stats by Dave Maloney, HTML and logos done by FreddyB

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