



Starships D6 / RanCorp Thorne Class

RanCorp Thorne Class Battle Cruiser

The Thorne class battle cruiser is a long armoured cone of firepower. From the engines to the bow the ship narrows like a thorn, hence its name sake. The only protrusions on the craft's smooth hull are the many weapons, the sensors and communications and the bridge viewport inlay. The Cruiser is longer than an Imperial class star destroyer and just as intimidating. Because of the rounded design coupled with the use of turrets the weapons systems on the Thorne cruiser are incredibly flexible in their fire arcs. They can be surrounded by enemy ships and deal massive damage to all its tormentors. RanCorp was immensely proud that their ship design teams started to catch up to ground work teams that made RC famous with such war machines as the dreaded RanCorp heavy repulsor tank.

Craft: RanCorp Thorne-Class Battle Cruiser

Type: Heavy Assault Cruiser

Scale: Capital

Length: 1,800 meters

Skill: Capital Ship Piloting: Thorne Battle Cruiser

Crew: 6,800, gunners: 1,501

Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D

Passengers: 10,000 (troops)

Cargo Capacity: 40,000

Cost: 7.9 million

Consumables: 4 years

Hyperdrive Multiplier: x1

Hyperdrive Backup: x5

Nav Computer: Yes

Maneuverability: 1D

Space: 6

Hull: 6D+2

Shields: 5D

Sensors:

Passive: 50/1D

Scan: 100/3D+2

Search: 200/4D+1

Focus: 6/5D

Weapons Notes:

3D Fire Arcs: all fire arcs extend above and below the ship in that fire arc as well. Thus the weapons can fire in a 3 dimensional arc without a change of rule systems or a change of fire arcs.

Extra Fire Arcs: extra fire arcs for straight up or straight down have been added

Rounded Hull: because of its design the weapons turrets all can hit most fire arcs. There are technically no sides on the ship so the way it works is as follows:

Left turret: can swing using turret rules to left, forward, aft, straight up, and straight down fire arcs

Right turret: can swing using turret rules to right, forward, aft, straight up, and straight down fire arcs

Top Turret: can swing using turret rules to right, left, aft, forward, and straight up fire arcs

Bottom turret: can swing using turret rules to right, left, aft, forward, and straight down fire arcs

Weapons:

500 Heavy Plasma Cannons

Scale: Capital

Fire Arc: 125 each turret type

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 3-20/50/80

Atmosphere Range: 6-40/100/160km

Damage: 8D

125 Medium Plasma Cannons

Scale: Capital

Fire Arc: 32 top turret, 31 each other turret type

Crew: 1

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-10/30/65

Atmosphere Range: 6-20/60/130km

Damage: 6D

90 Light Plasma Cannons

Scale: starfighter

Fire Arc: 24 bottom turret, 22 each other turret type

Crew: 3

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-5/7/15

Atmosphere Range: 100-500/700m/1km

Damage: 4D

6 Concussion Missile Tubes

Fire Arc: 3 top turret, 1 each other turret type

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 200-1.2/3/6 km

Damage: 9D

25 Ion Cannons

Fire Arc: 10 left turret, 10 right turret , 5 bottom turret

Crew: 4

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 4D+2

10 Tractor Beam Projectors

Fire Arc: 4 right turret, 4 left turret, 1 top turret, 1 bottom turret

Crew: 10

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D+2

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