Starships D6 / RanCorp Thorne Class Battle C

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 llike a thorn, hence it's name sake. The only protrusions on the craft's smooth hull are the many weapons, the sensors and comunications and the bridge viewport inlay. The Cruiser is longer than an Imperial class star destroyer and just as intimidating. Becuase of the rounded design coupled with the use of turrets the weapons systems on the Thorne cruiser are incredibly flexible in their fire ars. They can be surrounded by enemy ships and deal massive damage to all it's tormentors. RanCorp was imensely proud that their ship design teams started to cacth up to ground work teams that made RC famous with such war machines as the dreaded RanCor heavy repulsor tank.

Craft: RanCorp Thorne-Class Battle Cruiser
Type: Heavy Assault Cruiser
Scale: Capital
Length: 1,800 meters
Skill: Captiol 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 belwo 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 firearcs for straight up or staright down ahve been added
- Rounded Hull: because of it's design the weapons turrets all can hit most

fire arcs.There are technicly 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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