

## The Rimes

The Rimes Fleet Carrier was originally designed to provide space superiority through the 120 starfighters it carries. Only one ship of this class was ever commissioned and was dubbed the Rimes. The Rimes serves as one of the Palvar Defense Forces' top warships and usually accompanies the PDF flagship, the Blood of Kashan, into combat.

The ship itself looks like a giant metal box. The bridge is a large extension coming off of the top front section of the main hull. The entire aft end of the vessel is devoted to the massive, yet underpowered, Setec ion engine arrays that propel the ship through the void of space. The main fighter launch bays are on the ventral side of the ship while the other landing bays for shuttles and transports are located on either side of it.

Craft: Kashan Systems' KS-1150a "Rimes"

Scale: Capital

Type: Fleet carrier

Length: 2,200 meters

Skill: Capital ship piloting: Rimes

Crew: 4,378, gunners: 80, skeleton: 980/+10

Crew Skill: Astrogation 4D+2, capital ship gunnery 5D+1, capital ship piloting 6D, capital ship shields 5D, sensors 4D

Passengers: 5,000 (troops)

Cargo Capacity: 35,000 metric tons

Consumables: 3 years

Cost: Not available for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 1D

Space: 5

Hull: 7D

Shields: 3D+2

Sensors:

Passive: 50/1D

Scan: 65/2D+1

Search: 115/3D

Focus: 5/4D

Weapons:

#### 40 Ion Cannons

Fire Arc: 12 front, 12 left, 12 right, 4 back

Crew: 2

Skill: capital ship gunnery

Fire Control: 3D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 4D

#### 20 Laser Cannons (retractable)

Fire Arc: 5 front, 5 left, 5 right, 5 back

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D

#### 10 Concussion Missile Launchers (12 missiles each)

Fire Arc: 3 front, 3 left, 3 right, 1 back

Crew: 2

Fire Control: 3D+2

Skill: Capital ship gunnery

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

Starfighter Complement: 10 squadrons

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