

RPGGamer.org Starships D6 / Dominance Fleet Carrier

Dominance Fleet Carrier

The Dominance Fleet Carrier was Rancorp's first offensive ship. It was based off an old design concept from the old republic. The ship is fairly similar in design and exactly the same in appearance to the ships used by The Galactic Trade Federation during Old Republic times. The ships have a large outer horseshoe ring and at the center inside of the ring is a bulbous protrusion. The outer ring is dotted with what seem to be transport and cargo bays; however, in reality these are hangars for large fleets. The ships are large but not very well armed for their size, their main role is to literally be a fleet carrier, dropping an entire fleet on an enemy system. These were RanCorp's original ships used for combat to hide their aggressions until it was too late. They are now sold as carriers or cargo ships across the galaxy.

Craft: RanCorp Dominance Fleet Carrier

Type: Fleet Carrier

Scale: Capital

Length: 2,600 meters diameter

Skill: Capital Ship Piloting: Dominance

Cost: 650,000

Crew: 15,000, gunners: 200

Passengers: 2000 troops

Cargo Capacity: 400,000 metric tons

Consumables: 3 years

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 0D

Space: 6

Hull: 7D

Shields: 3D

Sensors:

Passive: 50/1D

Scan: 100/3D

Search: 180/4D

Focus: 5/5D

Weapons:

45 Turbolaser Batteries

Fire Arc: 15 Front, 10 left, 10 right, 10 Back

Crew: 2

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 3-15/36/75

Atmosphere Range: 6-30/72/150km

Damage: 4D

45 Ion Cannons

Fire Arc: 15 Front, 10 left, 10 right, 10 Back

Crew: 2

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100km

Damage: 3D

16 Tractor Beam Projectors

Fire Arc: 4 Front, 4 left, 4 right, 4 Back

Crew: 4

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

Capital Hangar Slots:

3 Destroyer Class: For ship the size of Star destroyers

6 Cruiser Class: For ships the size of strike cruisers or such

14 Transport Class: For transport ships such as carriers and bulk freighters

Fighter Hangar Slots

3 Bomber slots: Hold up to 3 squadrons of Bombers

2 Interceptor Slots: Hold up to 2 squadrons of Interceptors

5 Fighter Slots: Hold up to 5 squadrons of Space Superiority Fighters

4 Transport Slots: Hold up to 40 shuttles, rescue craft, landing craft and assault transports

2 Freighter Slot: Hold up to 20 light to medium class transport ships

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

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

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).