



Starships D6 / RanCorp Deepdock

RanCorp Deepdock

The RanCorp Deepdock is a towable shipyard, much smaller than a Tarsonis-Class, that is in the middle of deepspace. Unlike orbital shipyards which need a planet's gravity field to keep them stationary. They are RanCorp's top secret facilities which produce the more dangerous and hush hush ship types on the RanCorp line.

Craft: RanCorp Mark-9 Deep-dock

Type: Deep Space shipyard

Scale: Capital

Length: 4,000 meters

Crew: 5,000, gunners: 88

Passengers: 280,734 (workers and techs), 8,500 (troops)

Cargo Capacity: 200,000 metric tons (pressurized storage)

Consumables: 10 years

Cost: Not available for sale

Hyperdrive Multiplier: x4

Hyperdrive Backup: x25

Nav Computer: Yes

Hull: 5D

Shields: 4D

Sensors:

Passive: 150/1D

Scan: 300/2D

Search: 600/3D

Focus: 20/5D+2

Weapons:

8 Tractor Beam Projectors

Fire Arc: Varies depending on configuration

Crew: 6

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/75/150 km

Damage: 12D

20 Turbolaser Batteries

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

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

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

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