



Starships D6 / Ur-Quan Khor-Ah Marauder

Khor-Ah Marauder

Craft: Ur-Quan Khor-Ah Marauder

Type: Heavy cruiser

Scale: Capital

Length: 520 meters

Skill: Capital Ship Piloting: Khor-Ah Marauder

Crew: 39; Gunners: 11; Skeleton: 1/+15

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

Passengers: 80 (troops)

Cargo Capacity: 7,500 metric tons

Consumables: 2 years

Hyperdrive Multiplier: x3

Hyperdrive Backup: x10

Nav Computer: Yes

Manuverability: 1D+2

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 8D+2

Sensors:

Passive: 25/1D

Scan: 45/2D

Search: 90/3D

Focus: 6/5D

Weapons:

Mass Driver Cannon

Fire Arc: Front

Crew: 7

Skill: Capital ship gunnery

Fire Control: 0D+2

Space Range: 1-8/20/45

Atmosphere Range: 2-16/40/90 km

Damage: 10D

Plasma Field Disruptor Array

Fire Arc: All

Crew: 4

Skill: Capital ship gunnery

Fire Control: 5D

Space Range: 1-6/9/15

Atmosphere Range: 2-12/18/30 km

Damage: 10D/6D/2D

Starfighter Complement: None

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All text and stats by Ryan Matheny, HTML and logos done by FreddyB

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