

## Starships D6 / Centauri Republic Battle

### Centauri Battlecruiser

Craft: Centauri Republic Battlecruiser

Type: Heavy cruiser

Scale: Capital

Length: 941 meters

Skill: Capital ship piloting: Centauri battlecruiser

Crew: 398, gunners: 56, skeleton: 25/+10

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

    piloting 5D, sensors 4D

Passengers: 300 (troops)

Cargo Capacity: 8,000 metric tons

Consumables: 5 years

Hyperdrive Multiplier: x2

Nav Computer: Yes

Manuverability: 1D

Space: 6

Hull: 8D

Sensors:

    Passive: 35/1D

    Scan: 90/2D

    Search: 130/3D

    Focus: 4/4D

Weapons:

Pulse Mass Driver

    Fire Arc: Front

    Crew: 10

    Scale: Death Star

    Skill: Capital ship gunnery

    Space Range: 1-10/25/60

    Atmosphere Range: 2-20/50/120 km

    Damage: 1D

    Game Notes: The pulse mass driver is intended for planetary bombardment only and will not target spacecraft.

20 Pulse Cannons



Fire Arc: 10 front, 4 right, 4 left, 2 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-8/20/45

Atmosphere Range: 2-16/40/90 km

Damage: 7D

#### 6 Missile Batteries

Fire Arc: 1 front, 2 left, 2 right, 1 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-5/20/50

Atmosphere Range: 2-10/40/100 km

Damage: 8D

#### Starfighter Complement: 16 Centauri Fighters

The Centauri Battlecruiser is the main offensive weapon of the Centauri Republic. While not as large as a Narn Starcruiser, its weapons power is similar. The ship also has a jump-point generator, and there is artificial gravity on board. Three versions of this class has been observed: The emperors royal liner (a heavily modified Battlecruiser), the flagship "Valerius" (a luxury version), and the normal Battlecruisers.

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