Starships D6 / Centauri Republic Battlecruise



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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