## Starships D6 / Shivan Rahu Class Gas M

Name: SSG Rahu

Type: Shivan Rahu Class Gas Miner

Scale: Capital

Length: 211 Meters

Skill: Capital Ship Piloting - Rahu

Crew: 105; Skeleton 15/+20

Crew Skill: Capital Ship Piloting 6D, Starship Gunnery 5D+2

Consumables: 6 Months

Cargo Capacity: 5000 Tonnes

Hyperdrive Multiplier: x1 Hyperdrive Backup: No Nav Computer: Yes

Space: 3

Maneuverability: 0D

Hull: 15D \*
Shields: 0D
Sensors:

Passive: 35/1D Scan: 50/2D Search: 70/3D Focus: 3/3D+2

## Weapons:

3 \* Heavy Laser Cannons

Scale: Starfighter

Fire Arc: Turret Fire Control: 2D+1 Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

\*: The Rahu is a gas miner, and will usually be filled with extremely volatile gas fuel. If a Rahu is destroyed, then for every 10 tonnes of fuel aboard, it does 1D damage (starfighter scale) within 100m with the blast damage dropping by 2D for every 100 meters from the gas miner. (eg a full gas miner will do 50D damage to anything within 100 meters, 30D to anything within 1.1km, out to 2D to anything at 2.5km.

Description: Almost nothing is known of the Rahu line of gas miners. It is assumed that they function in much the same way as our Zephyrus miners, funneling nebular gas into internal machinery that fractionates it into its molecular components for further processing. Rahu miners are armed with heavy



laser turrets, so care must be taken when attacking them.

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