Starships D6 / Raker-class Super Star Destro

The Raker



Named after the fastest of ancient sailing ships, a three masted craft that could outrun any craft near it's size, The Raker is of two vessels of the class of ships by the same name.

The Raker is a Super Star Destroyer variant with a blunt design and lots of armoured hull plates. It strays fairly far astray from typical Star Destroyer design. From the central cortex a command pylo rises up and forward with the bridge at the end of it.

The Raker carries an identical armament to a typical SSD, with the exception of a lot more concussion missile launchers. These missile launchers are what make the two craft, The Raker and her sister ship, The Torrent, so distinct. In battle the two ships often bring almost all of their misisle launchers to bare, on the strongest target, and release a massive salvo. This Salvo is often so voerwhelming it will destroy or cripple the ship immediately negating the ened for a second salvo against that ship.

The Raker and The Torrent's apperance in battle often causes such panic that the oposing side flees or surrenders, and the two often go into battle together inspiring mass hysteria among the opposing forces. The two vessels belong to the rogue Imperial warlod, Geth Khanax, who split off during the Imperial Civil War and Started his own faction.

Craft: Kuat Drive Yards' Raker-class Super Star Destroyer
Type: Super star destroyer
Scale: Capital
Length: 9,860 meters
Skill: Capital ship piloting: Super Star Destroyer
Crew: 279,144, gunners: 1,590, skeleton: 50,000/+10
Crew Skill: Astrogation 4D, capital ship gunnery 6D, capital ship piloting 6D+2, capital ship sheilds 5D+2, sensors 5D
Passengers: 38,000 (troops)
Cargo Capacity: 250,000 metric tons
Consumables: 6 years
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Space: 6
Hull: 12D
Shields: 8D
Sensors:

Passive: 75/1D+2
Scan: 150/3D+2
Search: 300/5D
Focus: 8/6D+2

Weapons:

250 Turbolaser Batteries
Fire Arc: 125 front/left, 125 front/right
Crew: 1 (100), 2 (150)
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D

250 Heavy Turbolaser Batteries
Fire Arc: 100 front/left, 100 front/right, 50 back
Crew: 2
Skill: Capital ship gunnery
Space Range: 5-20/40/60
Atmosphere Range: 10-20/80/120 km
Damage: 10D

450 Concussion Missile Tubes
Fire Arc: 200 Front, 100 left/front, 100 right/front, 50 back
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-5/30/60
Atmopshere Range: 4-24/60/120 km
Damage: 9D

250 Ion Cannons
Fire Arc: 100 front/left, 100 front/right, 50 back
Crew: 1 (100), 2 (150)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-50/50/100 km
Damage: 4D

40 Tractor Beam Projectors
Fire Arc: 20 front, 10 left, 10 right
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 9D

Starfighter Complement:
60 TIE/ln Fighters
48 TIE Interceptors
24 Scimitar Assault Bombers
24 TIE Advanced Fighters
12 TIE Bombers

Ground/Air Vehicle Complement:

- 25 AT-ATs
- 50 AT-STs
- 3 prefabricated garrison bases

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