



# Starships D6 / Drakkar Cruiser

## Drakkar Cruiser

Craft: Rabid Rodent/Kuat Drive Yards' Drakkar

Type: Attack Cruiser / Escort

Scale: Capital

Length: 90m

Width: 60m

Height: 60m

Crew: 110 (Gunners: 45), Skeleton: 65

Skill: Capital Ship Piloting, Starship Gunnery, Starship Shields

Cargo Capacity: 400 metric tons

Consumables: 1 year

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 4D

Space: 10

Hull: 7D

Shields: 5D+2

Cost: 70 million credits (Not available for Civilian construction)

Sensors:

Passive: 50/1D

Search: 200/4D

Scan: 100/3D

Focus: 6/4D+2

Weapons:

1 Heavy Turbolaser Cannon

Fire Arc: Fore

Crew: 4

Skill: Capital Ship Gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere: 6-30/70/150 km

Damage: 9D

8 Heavy Turbolaser Batteries

Fire Arc: All Fore, 2 Dorsal, 2 Ventral, 2 Port, 2 Starboard.

Crew: 5

Skill: Capital Ship Gunnery

Fire Control: 0D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150km

Damage: 9D

#### 6 Quad Turbolaser Turrets

Fire Arc: Turret (esp. Aft)

Crew: 4

Skill: Capital Ship Gunnery

Fire Control: 3D

Space Range: 3-20/40/80

Atmosphere Range: 6-40/80/160km

Damage: 6D

#### 4 Concussion Missile Launchers

Fire Arc: Fore

Crew: 3

Skill: Capital Ship Gunnery

Fire Control: 4D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

Description: As best as I can describe it..The central body is like a bullet, with 'fenders' sticking out on four sides. The port and starboard fenders extend back, forming the outer edge of the engine columns (2). If you have ever seen a cartoon rocketship, you may have some idea of how the Drakkar looks. Very curvey all over, except for the engine columns which are straight. At the places where the bulging fenders meet, there are small creases. The missile launchers are placed on/in those. The quad turbolaser turrets are located on the top, bottom and outer side of the engine columns, to cover the Drakkar's ass. Heavy Turbolaser Batteries are slightly sunken into the fenders, but because the fenders slope down towards the nose of the ship and are curved, the 2 batteries on each fender can aim towards both the fore of the ship and up from its current position, and depending on how the ship is positioned that may be Up, Down, Port or Starboard (hence the rather strange firing arcs). By being slightly sunken down, they cannot fire aft, but this allows the shields to be more protective in that the ship is very sleek, with little protruding objects. The single Heavy Turbolaser Cannon is housed in the very tip of the nose. It only sticks out a quarter of a meter, the bulk of it within the ship. It has limited aiming however, only about 20 degrees in all directions. The powerful thrusters near the front of each fender allow the ship to turn to aim however, and the modern combat computers standard in new ships make the aim quite accurate. Light weight hull plating was used, as was advanced power generators. The engines have their own generators, allowing the high speeds the Drakkar has.

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