



Starships D6 / Insurrection Command C

Insurrection Command Cruiser

Now making a new series of these ships, KDY now introduced the Insurrection Command Cruiser, It had vast improvements over the previous Insurrection and now had the New Assault Phase Disruptors, making life not so Sweet by their massive barrage of power onto the enemy. The Command Cruiser also supports massive amounts of weapons and Had the bridge now inside the hull. The Ship has 4 Main Generators. which are separately put inside the hull at Various points and with 40 m thick armor and 5m of armor on the thinnest possible extent of the hull. The ship overall has a 40m thick armor on it to prevent any serious damages. Also there are 6 Smaller Generators to operate various other functions of the ship and are shielded with 10m thick armor

Craft: Kuat Drive Yards Insurrection Command Cruiser

Type: Assault Cruiser Class

Scale: Capital

Length: 8,000 meters

Skill: Capital Ship Piloting: Insurrection

Crew: 152,000; Gunners: 90,000

Crew Skill: Astrogation 5D, Capital Ship Piloting 6D Capital Ship Shields

6D, Capital Ship Gunnery 5D+2, Sensors 4D

Passengers: 78,000 (troops)

Cargo Capacity: 548,000 metric tons

Consumables: 16 years

Hyperdrive Multiplier: x1.5

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D

Space: 6

Hull: 8D

Armored surface: 5D

Shields: 5D (note: shield generators are internal)

Backup: 3D

Sensors:

Passive: 50/5D

Search: 200/5D+2

Scan: 100/6D

Focus: 6/6D+2

Weapons:

1 Assault Phase Disruptor

Fire Arc: 1 front

Crew: 10

Scale: Capital

Skill: Capital Ship Gunnery

Fire Control: 4D

Space/Orbit Range: 4-60/80/150

Atmosphere Range: 4-80/100/200 km

Damage: 10D (+1D for every 1D shields the target has)

*note: may be kept on constant fire releasing a steady stream, to keep the beam on the target requires another roll but this is a free action if the target is not maneuvering.

80 Super Heavy Turbolaser Batteries

Fire Arc: 20 Front, 25 Left, 25 Right, 10 Back

Crew: 2

Skill: Capital Ship Gunnery

Fire Control: 4D

Space Range: 4-20/40/80

Atmosphere Range: 8-40/80/160 km

Damage: 12D

50 Heavy Ion Web Projectors

Fire Arc: 12 Front, 15 Left, 15 Right, 8 Back

Crew: 3

Skill: Capital Ship Gunnery

Fire Control: 5D

Space Range: 2-15/30/60

Atmosphere Range: 4-30/60/120 km

Damage: 15D Ionization Damage

30 Tractor Beam Projectors

Fire Arc: 10 Front, 10 Left, 10 Right

Crew: 4

Skill: Capital Ship Gunnery

Fire Control: 2D

Space/Orbit Range: 1-5/15/30, 2-10/30/60 km

Damage: 6D

30 Multi-Directional Heavy Quantum Torpedo Tubes

Fire Arc: Front 10, left 10 , right 10

Crew: 4

Skill: Capital ship gunnery

Fire Control: 6D

Space Range: 2-50/70/110

Atmosphere Range: 4-60/80/130 km

Damage: 12D (+4((pips)) to damage for every 1D of shielding the target has)

120 Heavy Quad Laser Cannons

Fire Arc: 30 Front, 30 Left, 30 Right, 30 Back

Crew: 2

Skill: Starship Gunnery

Fire Control: 6D

Space Range: 2-6/24/50

Atmosphere Range: 200-600/2.4/5 km

Damage: 8D

Ships Compliments:

*note: contains multiple launch chutes instead of major hangar to leave but enters into 10 small hangers on the sides of the ship which are 20m thick armor on the doors

1,000 Fighters

10 Lambda Shuttles

8 Troop Transports

6 Imperial Landing Craft

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