



# Starships D6 / Military Shipyard (example)

Military Shipyard (example shown: Imperial Delfii Shipyards)

Craft: Kuat Drive Yards' Shipyard Mark VII

Type: Orbital shipyard

Scale: Capital

Length: 5,674 meters

Crew: 437,085, gunners: 655, skeleton: 5,000

Passengers: 200,000 (workers and techs), 49,700 (troops)

Cargo Capacity: 150,000 metric tons

Consumables: 8 years

Cost: Not available for sale

Hull: 8D

Shields: 6D

Sensors:

Passive: 100/1D

Scan: 200/2D

Search: 300/3D

Focus: 10/4D

Weapons:

150 Turbolasers

Fire Arc: 25 front, 50 left, 50 right, 25 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

90 Ion Cannons

Fire Arc: 20 front, 25 left, 25 right, 20 back

Crew: 1 (45), 2 (45)

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

20 Concussion Missile Launchers

Fire Arc: 5 front, 5 left, 5 right, 5 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

### 30 Tractor Beam Projectors

Fire Arc: 5 front, 10 left, 10 right, 5 back

Crew: 6

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/75/150 km

Damage: 12D

### Starship Complement:

9 starfighter squadrons

8 shuttles

15 light transports

2 assault shuttles

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Ryan Matheny, HTML and logos done by FreddyB

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