Name: Pellaeon-class Star Destroyer

Type: Kuat Drive Yards Pellaeon-class Star Destroyer

Scale: Capital

Length: <1,600 Meters

Skill: Capital Ship Piloting: Star Destroyer

Crew: 8,450, skeleton 1100/+20

Passengers/Troops: 2,700

Crew Skill: Capital Ship Piloting 5D+1, Capital Ship Gunnery 4D+2, Capital Ship Shields 4D+1

Consumables: 6 Months

Cargo Capacity: 11,000 Tons

Hyperdrive Multiplier: X.75

Hyperdrive Backup: X8

Nav Computer: Yes

Space: 6

Maneuverability: 1D

Hull: 7D

Shields: 3D

Sensors:

     Passive: 50/1D

     Scan: 100/3D

     Search: 200/4D

     Focus: 6/4D+2

Fighters: 48 Predator Class Fighters

Transports: 6 Nune-Class Imperial Shuttles

Weapons:

    5 Heavy turbolaser batteries

        Scale: Capital

        Fire Arc: 2 Front/Left, 2 Front/Right, 1 Back

        Fire Control: 2D

        Space: 3-20/30/60

        Atmosphere Range: 3-20/30/60km

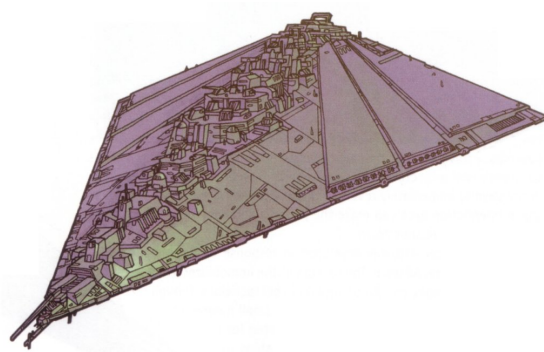   Damage: 7D

    5 Medium turbolaser batteries

        Scale: StarFighter

        Fire Arc: 2 Front/Left, 2 Front/Right, 1 Back

        Fire Control: 3D

        Space: 1-5/15/30

Atmosphere Range: 100-500/1.5/3km

Damage: 6D

4 Ion Cannon Batteries

    Scale: Capital

    Fire Arc: 2 Front/Left, 2 Front/Right

    Fire Control: 2D+2

    Space: 1-10/25/50

    Atmosphere Range: 2-20/50/100km

    Damage: 5D

3 Tractor beam projectors

    Scale: Capital

    Fire Arc: 1 Front/Left, 1 Front/Right, 1 Back

    Fire Control: 4D

    Space: 1-5/15/30

    Atmosphere Range: 2-10/30/60km

    Damage: 6D

5 Proton torpedo launchers (200 Proton Torpedos)

    Scale: Capital

    Fire Arc: 2 Front, 1 Left, 1 Right, 1 Back

    Fire Control: 4D

    Space: 1-5/15/30

    Atmosphere Range: 2-10/30/60km

    Damage: 9D

2 Gravity Well Projectors

    Fire Arc: Turret

    Crew: 1

    Skill: Capital ship gunnery

    Fire Control: 6D

    Space Range: 1-5/75/150

    Damage: Blocks hyperspace travel

Description:

The Pellaeon-class Star Destroyer was a warship design produced by Kuat Drive Yards to serve as part of the starfleet of the Fel Empire.

The Pellaeon-class was named in honor of former Imperial Grand Admiral Gilad Pellaeon, and drew upon the distinctive and classic wedge-shape of earlier times, made famous by the Venator and Imperator classes used by the navies of the Galactic Republic and the Galactic Empire respectively.

The class was often used as command ships and combined certain elements from Star Dreadnoughts like the Executor-class and earlier Star Destroyers like the Imperial-class.

The Pellaeon-class was considered one of the most powerful warships in the galaxy and was noted as having unmatched weapon systems and starfighter components. With its sleek outline, it presented less

of a target to potential enemies, while at the same time optimizing its shield protection.

The forward-sloping superstructure of the Pellaeon-class also gave the main gun batteries excellent vantage points, more so than on the Star Destroyers of the previous centuries.

The class had slightly more armament than the older Imperial II-class Star Destroyer. Some of these guns were of a similar design to the XX-9 turbolaser batteries of the old Galactic Empire. The Pellaeon-class also possessed an interdiction field, capable of pulling ships out of hyperspace.

The class had a ventral hangar where starfighters and shuttles could land and embark from. Predator-class fighters would be stored in racks in narrow passages throughout the hangar area. Traffic control centers were located on either side of the main hangar opening, overlooking the area.

Its sloping profile allowed the Pellaeon-class to be shorter than the Imperial-class while at the same time be able to carry a decent amount of landing craft and small starships.

A reactor bulb protrusion was visible outside the ventral hull. It is not known if this was the ship's primary reactor or a forward, secondary one.

The Pellaeon-class had at least one conference room with a holographic projector table in the center. Its bridge was styled similar to earlier warship classes, with crew pits encircled by a command deck where ship commanders could view the ship's surroundings out of panorama windows.