

Starships D6 / Imperial capital ship

Name: Imperial capital ship

Scale: Capital

Length: 500 Meters

Skill: Capital Ship Piloting: Star Destroyer

Crew: 755; skeleton 186/+12 Passengers/Troops: 1,400

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

4D+2, Capital Ship Shields 4D+1

Consumables: 2 Years Cargo Capacity: 4,500 Tons Hyperdrive Multiplier: X2 Hyperdrive Backup: X10 Nav Computer: Yes

Space: 5

Maneuverability: 1D

Hull: 4D Shields: 3D Sensors:

> Passive: 50/1D Scan: 100/3D Search: 200/4D Focus: 4/4D+2

Fighters: 48 Transports: 6

Weapons:

3 x Point Defence Laser Cannon Batteries

Scale: StarFighter

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

Fire Control: 2D Space: 1-5/15/25

Atmosphere Range: 100-500/1.5/2.5km

Damage: 4D

4 x Dual Light TurboLaser Batteries

Scale: Capital

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

Fire Control: 2D Space: 3-15/36/75

Atmosphere Range: 6-30/36/150km



Damage: 4D

3 x Tractor Beam Projectors

Scale: Capital

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

Fire Control: 3D Space: 1-5/15/30

Atmosphere Range: 2-10/30/60km

Damage: 4D

Description: This Imperial capital ship was a wedge-shaped vessel that served as a part of Admiral Giel's assembled fleet c. 3 ABY.

It was very similar in appearance to Giel's flagship, the Praetor II-class Star Battlecruiser Helmsman, but instead of a simple arrowhead hullform, it had a truncated bow with double-pronged protrusions either side of a recessed area.

Based on a comparison with other Imperial warships, like the Gladiator-class Star Destroyer or the Broadside-class cruiser, the torus-shaped section protruding from the stern either contained hangars, docking bays or missile batteries of some sort.

Similar to the Praetor Mark II-class battlecruiser, the ship possessed ring structures near the end of the ship's ridge.

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