Starships D6 / Empire-class Star Destroy

Empire Star Destroyer

Craft: Kuat Drive Yards' Empire-class Star Destroyer
Type: Star Destroyer
Scale: Capital
Length: 1,300 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 7,573, gunners: 270, skeleton 1,300/+10
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D
Passengers: 1,000 (troops)
Cargo Capacity: 20,000 metric tons
Consumables: 4 years
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Manuverability: 2D
Space: 6
Hull: 4D+2
Shields: 5D+2
Sensors:
- Passive: 50/1D
- Scan: 100/3D
- Search: 200/4D
- Focus: 6/4D+2

Weapons:
10 Heavy Turbolaser Batteries
- Fire Arc: 2 front, 3 left, 3 right, 2 back
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 0D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 10D

35 Turbolaser Batteries
- Fire Arc: 15 front, 10 left, 10 right
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 4D
- Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km
Damage: 5D

10 Heavy Ion Cannons
Fire Arc: 2 front, 3 left, 3 right, 2 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 4D+2

35 Ion Cannons
Fire Arc: Turret
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D

10 Quad Laser Cannons
Fire Arc: 2 front, 3 left, 3 right, 2 back
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

5 Concussion Missile Launchers
Fire Arc: 2 front, 1 left, 1 right, 1 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

10 Tractor Beam Projectors
Fire Arc: 6 front, 2 left, 2 right
Crew: 1 (2), 4 (2), 10 (6)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D

Starfighter Complement:

12 TIE Advanced
36 TIE/ln
24 TIE Interceptors
24 TIE Bombers
8 TIE/rc
4 TIE/fc
2 Assault Shuttles
2 Lambda Shuttles

Special Capabilities/Notes: The Empire-class Star Destroyer was redesigned to be more effective in the deployment of starfighters, so the front was turned into another docking bay, giving it more fighters, and making them easier to deliver,this ship can deploy it's fighter and attack with them in the same post.

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