



Starships D6 / Resurgence Star Destroyer

Resurgence Star Destroyer

The invasion of the Yuuzhan Vong sounded the death knell of the "Imperial"-class Star Destroyer. The "Imperial"-class could not deal with the weight of fire delivered by the Vong cruisers. It is a great testimony to Imperial training that the "Imperial" remained in service as long as it did. Fortunately, a replacement was already on the way.

The "Resurgence"-class Star Destroyer is built on all of the combat lessons learned since the design of the "Imperial II". The Imperial R&D specialists on Bastion included everything they possibly could in the new design. The "Resurgence" has backup shields, more armour, increased maneuverability, and a novel new weapons fit. The new Star Destroyer appears to be a slightly scaled-up "Imperial" with a pair of gravity well generator globes where bridge superstructure should be. In actual fact, the "Resurgence" is an entirely new, and far more capable, design.

Craft: Kuat Drive Yards' Resurgence Star Destroyer

Type: Star Destroyer

Scale: Capital

Length: 1,800m

Skill: Capital Ship Piloting: Star Destroyer

Crew: 38,064 gunners: 332 skeleton: 9,000/+10

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

Passengers: 9,700 (troops)

Cargo Capacity: 32,000 metric tons

Consumables: 6 years

Hyperdrive Multiplier: x1

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 1D+1

Space: 6

Hull: 8D

Shields: 4D (the "Resurgence" has 4D of backup shields)

Sensors:

Passive: 50/1D

Scan: 100/3D

Search: 200/4D

Focus: 6/4D+2

Weapons:

50 Heavy Turbolaser Batteries

Fire Arc: 20 front, 15 left, 15 right

Crew: 1(20), 2(30)

Skill: Capital Ship Gunnery

Fire Control: 0D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150km

Damage: 10D

50 Heavy Turbolaser Cannons

Fire Arc: 25 front, 10 left, 10 right, 5 back

Crew: 3

Skill: Capital Ship Gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150km

Damage: 7D

20 Dual Mode Cannons*

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

Crew: 1(10), 2(10)

Skill: Capital Ship Gunnery

Fire Control: 3D

Space Range: Laser: 3-15/35/75

Ion: 1-10/25/50

Atmosphere Range: Laser: 6-30/70/150km

Ion: 2-20/50/100km

Damage: Laser: 5D

Ion: 4D

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: 2-10/30/60km

Damage: 6D

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

Carried Vessels:

48 TIE/In (or later fighters)

12 TIE Bomber

12 TIE Interceptor

*=Dual Mode Cannons can switch between laser or ion blasts.2 turns preparation and a Very Easy Starship Repair roll are necessary to switch. Performance differences for each mode are noted in the stats. A hit on the gun mount effects both modes of fire.

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