



Starships D6 / Victory III Star Destroyer

Victory III Star Destroyer

Despite advancing technology, sometimes old ideas are still best.

This thinking prompted Imperial High Command to re-examine the capabilities of the "Victory" Star Destroyer just before the Yuuzhan Vong invaded. It was concluded that an update of the original "Victory" would yield a vessel which would be a good cruiser and have bombardment capacity enough to facilitate phasing-out dedicated siege platforms. Thus was born the "Victory III"

Once the Vong invasion began the "Victory III" design was modified to turn it into a long-distance raider. The new "Victory" still has no Ion Cannons, but makes up for it with six Skipray Blastboats. It also carries two squadrons of TIE starfighters. The weapons fit of "Victory III"s is optimized for their mission profile. That profile is for two starships to enter a system, quickly destroy any space defences, and then destroy planetary targets of value from inside the atmosphere.

Craft: Rendili Star Drive's Victory III

Type: "Victory"-class Star Destroyer

Scale: Capital

Length: 900 meters

Skill: Capital Ship Piloting: Star Destroyer

Crew: 4,750 gunners: 330 skeleton: 1,755/+15

Crew Skill: Astrogation 4D, Capital Ship Gunnery 5D, Capital Ship

Piloting 5D, Capital Ship Shields 4D, Sensors 3D+2

Passengers: 2,100 (troops)

Cargo Capacity: 8,100 metric tons

Consumables: 4 years

Hyperdrive Multiplier: x1

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 1D+2

Space: 6

Atmosphere: 280; 800kmh

Hull: 6D

Shields: 4D (the "Victory III" has 4D backup shields)

Sensors:

Passive: 50/1D

Scan: 150/3D

Search: 200/4D

focus: 6/4D+2

Weapons:

10 Heavy Turbolaser Batteries

Fire Arc: 5 left, 5 right

Crew: 2

Skill: Capital Ship Gunnery

Fire Control: 0D

Space Range: 5-20/40/60

Atmosphere Range: 10-40/80/120km

Damage: 10D

40 Medium Turbolasers

Fire Arc: 10 front, 15 left, 15 right

Crew: 2

Skill: Capital Ship Gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150km

Damage: 5D

80 Concussion Missile Tubes

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

Crew: 2

Skill: Capital Ship Gunnery

Fire Control: 5D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120km

Damage: 9D

10 Tractor Beam Projectors

Fire Arc: 4 front, 3 left, 3 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

Carried Vessels:

12 TIE Interceptor (or later fighter)

12 TIE Bomber

6 Skipray Blastboats

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