

Name: Krath Command Station

Scale: Capital

Size: 3000m

Skill: Capital Ship Piloting; Krath Command Station

Crew: 1200

Troops: 850

Cargo Capacity: 100000

Consumables: 3 Months

Fighters: 96

Shuttles: 24

Hull: 5D

Shields: 2D

Sensors:

Passive: 50/1D

Search: 200/3D



Weapons:

12 TurboLaser Batteries

Scale: Capital

Fire Arc: 3/3/3/3

Crew: 4

Fire Control: 4D

Space: 3-15/35/75

Damage: 4D

20 Laser Point Defence Batteries

Scale: Starfighter

Fire Arc: 5/5/5/5

Crew: 2

Fire Control: 2D

Space: 1-3/12/25

Damage: 4D

8 Concussion Missiles

Scale: Capital

Fire Arc: 2/2/2/2

Crew: 6

Fire Control: 2D

Space: 2-12/30/60

Damage: 6D

8 Tractor Beams

Scale: Capital

Fire Arc: 2/2/2/2  
Crew: 3  
Fire Control: 2D  
Space: 1-5/15/30  
Damage: 5D

Description: The Military Command Station was an ancient military space station in the Empress Teta system.

#### *Characteristics*

The station had a command center where the commanders would direct their fighter and troop transport forces. Near the command center was a chamber where Aleema Keto focused her Force powers to create elaborate illusions in combat.

The station was capable of carrying dozens of Tetan Assault Ships and Chaos fighters.

#### *History*

This command station had been built long before the Great Sith War began.

The Krath used the station in their subjugation of Koros Major and later fought the Galactic Republic and Jedi task force, using it as a command center for their defense.

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