



# Starships D6 / Devastator-class Star De

## Devastator Star Destroyer

Craft: Kuat Drive Yards' Devastator-class Star Destroyer

Type: Heavy Star Destroyer

Scale: Capital

Length: 1,800 meters

Skill: Capital ship piloting: Star Destroyer

Crew: 24,576, gunners: 400, skeleton 5,000/+20

Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D

Passengers: 9,520 (troops)

Cargo Capacity: 30,000 metric tons

Consumables: 4 years

Hyperdrive Multiplier: x1

Hyperdrive Backup: x14

Nav Computer: Yes

Manuverability: 2D+2

Space: 6

Hull: 7D

Shields: 5D (primary)

Shields: 2D (back up)

Sensors:

Passive: 40/1D

Search: 150/3D

Scan: 70/2D

Focus: 4/3D+2

Weapons:

190 Turbolasers

Fire Arc: 90 front, 40 left, 40 right, 20 back

Crew: 1 (20), 2 (40)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150km

Damage: 5D

50 Ion Cannons

Fire Arc: 20 front, 10 left, 10 right, 10 back

Crew: 1 (15), 2 (45)

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100km

Damage: 3D

#### 48 Concussion Missile Launchers

Fire Arc: 10 front, 15 left, 15 right, 8 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120km

Damage: 9D

#### 14 Tractor Beam Projectors

Fire Arc: 6 front, 4 left, 4 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

#### Starfighter Compliment:

12 A-9 Vigilance Interceptors

12 TIE Advanceds

36 TIE Interceptors

24 Scimitar Assault Bombers

24 TIE/In

8 TIE/rc

4 TIE/fc

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