

Starships D6 / "The Arc Hammer"

Name: The Arc Hammer

Type: Kuat Drive Yards Custom Mobile
Manufacturing and Launch Platform

Scale: Capital

Length: 6,400 Meters

Skill: Capital Ship Piloting; Arc Hammer

Crew: 377,680, gunners 150, skeleton
10,000/ +15

Passengers/Troops: 150,000

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

Consumables: 10 Years

Cargo Capacity: 150,000 Tons

Hyperdrive Multiplier: X3

Hyperdrive Backup: X12

Nav Computer: Yes

Space: 3

Maneuverability: 0D

Hull: 9D

Shields: 6D

Sensors:

Passive: 50/1D

Scan: 100/3D

Search: 200/4D

Focus: 5/5D

Fighters: 1152

Transports: 120

Weapons:

300 TurboLasers

Scale: Capital

Fire Arc: 50 Front, 100 Left, 100 Right, 50 Back

Fire Control: 2D

Space: 3-15/36/75

Atmosphere Range: 6-30/36/150km



Damage: 5D

200 Heavy TurboLaser Batteries

Scale: Capital

Fire Arc: 50 Front, 50 Left, 50 Right, 50 Back

Fire Control: 3D

Space: 3-15/36/75

Atmosphere Range: 6-30/36/150km

Damage: 7D

300 Ion Cannons

Scale: Capital

Fire Arc: 50 Front, 100 Left, 100 Right, 50 Back

Fire Control: 2D

Space: 1-10/25/50

Atmosphere Range: 2-20/50/100km

Damage: 4D

30 Proton Torpedo Launchers

Scale: Starfighter

Fire Arc: 5 Front, 10 Left, 10 Right, 5 Back

Fire Control: 3D

Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 9D

200 Concussion Missile Launchers

Scale: Starfighter

Fire Arc: 50 Front, 50 Left, 50 Right, 50 Back

Fire Control: 2D

Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 7D

50 Tractor beam projectors

Scale: Capital

Fire Arc: 20 Front, 10 Left, 10 Right, 10 Back

Fire Control: 3D

Space: 1-5/15/30

Atmosphere Range: 2-10/30/60km

Damage: 4D

Description: The Arc Hammer was built by Kuat Drive Yards at the height of the Empire's power as the production and launch facility for the Dark Troopers. As such it was given to that project's commanding officer, General Mohc, as his research and construction facility to design and build these super-stormtroopers. The vessel itself is nearly the equal of a Super Star Destroyer, with more weapons but weaker shields and hull, and is a powerful combat vessel in its own right, or at least it was until it was destroyed by a saboteur who boarded it. However this was not the end for the design, which has had

several other vessels built to serve as fighter carriers. In fact this design of vessel has become distinguished for its service as a carrier vessel, with the capability to carry more fighters than almost any other Imperial vessel, and still hold its own in a battle.

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