Starships D6 / KDY Nemesis Class Star Destr



Name: Nemesis Star Destroyer
Type: Kuat Drive Yards Nemesis Class Star Destroyer
Scale: Capital
Length: 1,600 Meters
Skill: Capital Ship Piloting: Star Destroyer
Crew: 37,120, skeleton 5100/+20
Passengers/Troops: 12,000
Crew Skill: Capital Ship Piloting 5D+1, Capital Ship Gunnery 4D+2, Capital Ship Shields 4D+1
Consumables: 6 Years
Cargo Capacity: 38,000 Tons
Hyperdrive Multiplier: X2
Hyperdrive Backup: X8
Nav Computer: Yes
Space: 6
Maneuverability: 1D
Hull: 7D
Shields: 3D
Sensors:
- Passive: 50/1D
- Scan: 100/3D
- Search: 200/4D
- Focus: 6/4D+2

Fighters: 72
Transports: 25

Weapons:
- 30 Medium Laser Cannon Batteries
  - Scale: StarFighter
  - Fire Arc: 12 Front/Left, 12 Front/Right, 6 Back
  - Fire Control: 2D
  - Space: 1-5/15/30
  - Atmosphere Range: 100-500/1.5/3km
  - Damage: 5D
- 50 TurboLaser Batteries
  - Scale: Capital
  - Fire Arc: 20 Front/Left, 20 Front/Right, 10 Back
  - Fire Control: 4D
  - Space: 3-15/36/75
  - Atmosphere Range: 6-30/36/150km
  - Damage: 5D
- 40 Ion Cannons

Scale: Capital
Fire Arc: 15 Front/Left, 15/Front/Right, 10 Back
Fire Control: 2D+2
Space: 1-10/25/50
Atmosphere Range: 2-20/50/100km
Damage: 3D

10 Tractor beam projectors
Scale: Capital
Fire Arc: 4 Front, 2 Left, 2 Right, 2 Back
Fire Control: 4D
Space: 1-5/15/30
Atmosphere Range: 2-10/30/60km
Damage: 6D

Description: The Nemesis Class Star Destroyer is a specialised variant of the Imperial Class Star Destroyer designed to assault planets and to drop troops and supplies onto a planetary surface. The hull has been enlarged slightly for this purpose, and accomodation added for extra troops as well as facilities for extra shuttles and landing craft. Other small alterations to the vessel were implemented to aid it in this role, the reduction in the ships number of anti-capital ship weapons to make room for anti-starfighter weapons, so that the Destroyer can defend its shuttles and troops as they decend to a planets surface from Starfighter attack. These Destroyers were only built in small numbers because of their specialised role, but they easily equal the capability of normal unmodified Imperial Class Star Destroyers and can be used in a normal Destroyer role. Nemesis Class Star Destroyers became popular with some of the Imperial remenants as they were better suited to the many planetary attacks and assaults that were common during this era, but obviously these resource starved governments could not choose to be picky and Nemesis's remained rare as their construction remained expensive.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.
Text completely by FreddyB. Image is by "Bob the Dinosaur", copyright resides with him.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.