

Starships D6 / KDY Nemesis Class Star

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 accommodation 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 descend 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 remnants 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.](#)