

Starships D6 / Sith Dreadnaught

Name: Sith DreadNaught
Type: Large Cruiser
Scale: Capital
Length: 2 Kilometers
Skill: Capital Ship Piloting; Sith DreadNaught
Crew: 40,000, Skeleton; 10,000/+15
Passengers/Troops: 20,000
Consumables: 1 Year
Cargo Capacity: 30,000 tons
Hyperdrive Multiplier: x4
Hyperdrive Backup: x10
Nav Computer: Yes
Space: 4
Hull: 8D
Shields: 2D
Sensors:
 Passive: 30/0D
 Scan: 50/1D
 Search: 100/2D
 Focus: 4/2D+2

Fighters: 72 Tie Fighters (or equivalent)
 12 Tie Bomber (or equivalent)
Transports: 4

Cloaking Device : No

Weapons:

20 Laser Cannon Batteries

 Fire Arc: Turret (10 front/left/right, 10 back,left,right)

 Scale: Starfighter

 Fire Control: 1D

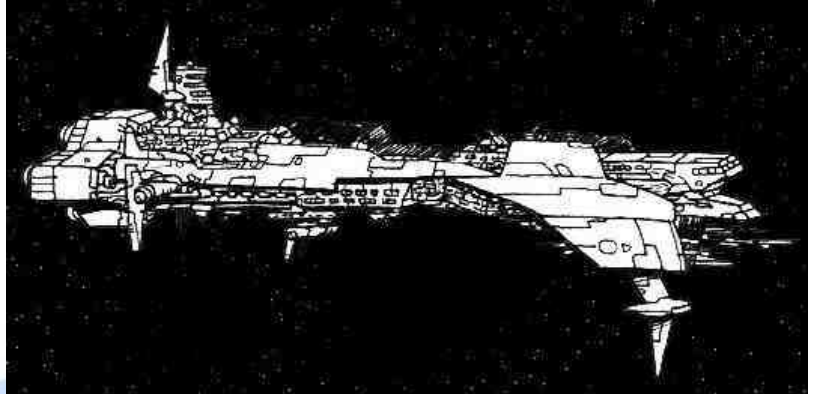
 Space: 1-3/12/25

 Atmosphere Range: 100-300/1.2/2.5km

 Damage: 5D

80 Turbo Laser Batteries

 Scale: Capital



Fire Arc: Turret (50 front, 10 left, 10 right, 10 back)

Fire Control: 4D

Space: 3-15/36/75

Atmosphere Range: 6-30/72/150km

Damage: 5D

Description: Although the Sith DreadNaughts have been retrofitted by the Galactic Empire, they are still obviously technology from a bygone era, large lumbering vessels, which can barely stand up to more modern vessels in combat. In fact they would be phased out of use if the Galactic Sith Empire could afford to lose that many ships, until they can however these ships will remain in use, they are large powerful weapon platforms and still have some use in them yet.

Page designed in Notepad, logo's done on Personal Paint on the Amiga.

Text completely by FreddyB. Image is from Dark Lords of the sith, copyright remains with the artist.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB.](#)

