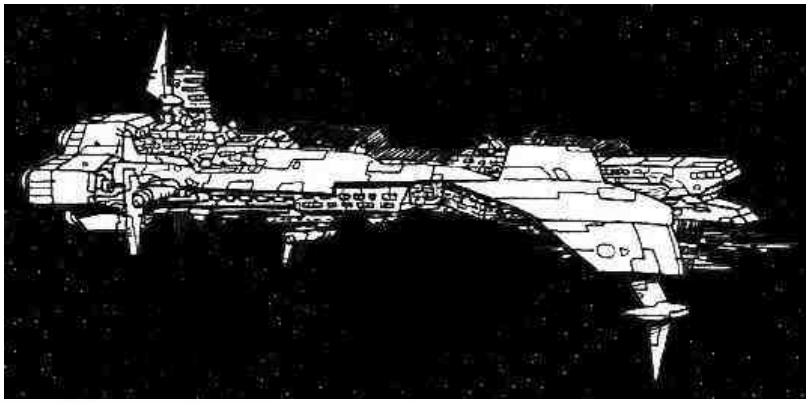
Starships D6 / Sith Dreadnaught



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 fazed 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.

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