Starships D6 / Telegorn Corporation Vengear



Name: Vengeance Destroyer
Type: Telegorn Corporation Vengeance Class Destroyer
Scale: Capital
Length: 750 Meters
Skill: Capital Ship Piloting: Vengeance Destroyer
Crew: 7,205; skeleton 3,500/+15
Passengers/Troops: 2,000
Crew Skill: Capital Ship Piloting 5D+1, Capital Ship Gunnery 4D+2, Capital Ship Shields 4D+1
Consumables: 4 Years
Cargo Capacity: 6,000 Tons
Hyperdrive Multiplier: X2
Hyperdrive Backup: X15
Nav Computer: Yes
Space: 5
Maneuverability: 2D
Hull: 6D
Shields: 3D
Sensors:
- Passive: 60/1D
- Scan: 120/2D
- Search: 180/3D
- Focus: 6/4D

Fighters: 12
Transports: 6

Weapons:
- 26 Twin TurboLaser Cannons
  - Scale: Capital
  - Fire Arc: 6 Front, 7 Front/Right, 7 Front/Left, 6 Back
  - Fire Control: 3D
  - Space: 2-10/24/60
  - Atmosphere Range: 4-20/48/120km
  - Damage: 4D

Description: The Vengeance Class Destroyer was originally designed for Imperial use by the Telegorn Corporation, but the design was not adopted by Imperial forces who disliked the vessels lack of starfighter support and weaponry. The design was put onto the general market and sold to Imperial allied worlds for their defence forces, although for such a large vessel it is extremely underarmed. Vengeance Destroyers are common within the core worlds, especially after the fall of the Emperor when the worlds needed to rely on their own defence forces against Rebel attacks, captured vessels however also ended in Rebel fleets and were siezed by Imperial Admirals to bolster their weakened forces. Extra weapons were added in refits, however they were usually

forced into action without these upgrades making them easy targets for better equipped Rebel and Imperial vessels.

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