Starships D6 / "The Scythe"

Name: The Scythe
Type: Unique Sith Superweapon
Scale: Capital
Length: 12 Kilometers
Skill: Capital Ship Piloting; Scythe
Crew: 150,000, Skeleton; 30,000/+15
Passengers/Troops: 10,000
Consumables: 1 year
Cargo Capacity: 100,000 tons
Hyperdrive Multiplier: x15
Hyperdrive Backup: x30
Nav Computer: Yes
Space: 2
Hull: 8D
Shields: 24D *
Sensors:
- Passive: 30/0D
- Scan: 50/1D
- Search: 100/2D
- Focus: 4/2D+2

Fighters: 12
Transports: 30

Cloaking Device : No

Weapons:
- Heavy Mass Driver
  - Fire Arc: Front
  - Scale: Death Star **
  - Fire Control: 0D
  - Space: 10-30/120/250
  - Damage: 12D
- 10 Laser Cannon Batteries
  - Fire Arc: Turret (2 front, 3 left, 3 right 2 back)
  - Scale: Starfighter
  - Fire Control: 1D
  - Space: 1-2/10/20
  - Atmosphere Range: 100-200/1/2km
  - Damage: 4D
- 12 Turbo Laser Batteries
  - Scale: Capital
  - Fire Arc: Turret (2 front, 4 left, 4 right, 2 back)
  - Fire Control: 1D
  - Space: 2-10/25/50

Atmosphere Range: 4-20/50/100km
Damage: 5D

* - The Scythes shielding is planetary shielding mounted onto a capital ship, however when activated the power demands are so great that the Scythe must shut down all systems, so cannot fire weapons, move or even use sensors.

** - Because the Scythes main weapon is a Mass Driver it fires massive projectiles at great speed towards its target, however these projectiles are really just large meteorites which shields are designed to defend against. When the Mass Driver is used against a shielded target, reduce its damage down to Capital Scale.

Description: The Scythe is the Sith superweapon that was used so successfully at the beginning of their campaign against the New Republic. Basically a massive mass-driver mounted in the middle of a huge set of reactors and planetary shields, the Scythe had a huge number of weaknesses, including its reliance on capital ships for its defence. The Sith tactics when using the Scythe was to send in a task force which would lure the target planets defence forces into battle with them, then the Scythe would emerge from hyperspace at its main weapons maximum range and fire while their fleet retreated into hyperspace once more. The Scythe is near useless against shielded targets, meaning that the Sith had to organise sabotage on the target worlds planetary shields. When a planet was destroyed, instead of being vaporised like the victims of a superlaser like the Death Stars were, the targets of a Mass Driver are smashed into rubble. This means that all vessels including the Scythe are going to be pounded by the remains of the planet. For this reason the Scythe was equipped with Planetary shield generators, so it would survive until the fragments had dispersed enough for it to retreat into hyperspace. The Scythe was a vulnerable target if it should be caught without its defensive fleet, barely capable of defending itself at all, only hiding behind its massive shielding. It was this that led to its eventual destruction when a Republic taskforce tracked it down and found it alone and vulnerable while it was getting refuelled and re-equipped. Saboteurs crept aboard the massive vessel, and disabled its sheilds allowing the Republic fleet to disable then destroy the huge ship before its defensive fleet could rally to its aid.

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