Vehicles D6 / KDY Moray Class Sea Destroye



Name: KDY Moray Class Sea Destroyer
Type: Aquatic Battleship
Scale: Starfighter
Length: 200m
Skill: Aquatic Vehicle Operation - Moray (in water)
Space Transports - Moray (in space)
Crew: 205 + 141 gunners, Skeleton 50/+10
Crew Skill: varies
Passengers: 50 + 200 troops
Consumables: 1 year
Cost: 2 mil new, 200,000 used
Cargo Capacity: 1000 tonnes
Hyperdrive Multiplier: x2
Hyperdrive Backup: NA
Nav Computer: 2 jumps only
Space: 3
Atmosphere: 100; 320kmh (in water), in air incapable of flight (except downward)
Manueverability: 2D (water), 0D (space)
Hull: 7D
Shields: 3D
Sensors:
Passive: 30/1D (about 3,600 km)
Scan: 60/2D (about 7,200 km)
Search: 90/3D (about 10,800 km)
Focus: 3/4D

Weapons:
6 x Triple Turbolaser Turrets
Scale: Starfighter
Crew: 10
Fire Arc: 3 front-left-right, 3 back-left-right
Fire Control: 3D
ROF: 1/2
Atmosphere Range: 400-2000m/5/11km
Damage: 9D

10 x Dual Laser Cannon Turrets
Scale: Walker
Crew: 5
Fire Arc: 3 left, 3 right
Fire Control: 3D
Atmosphere Range: 50-500m/1.5/3km
Damage: 6D

5 x Vertical Launch Missile Tubes
Scale: Starfighter
Crew: 5
Fire Arc: All except below
Atmospheric Concussion Missiles
Fire Control: 3D
Atmosphere Range: 50-200/1/2km
Damage: 8D
Or
Sub-Orbital Strike Missiles
Fire Control: 5D
Atmosphere Range: Planetary
Blast Radius: 0, Impact Missile. 0-500m/1km/3km/5km Burst Missile
Damage: 12D Impact Missile, 5D/4D/3D/2D Burst Missile

2 x Tractor Beam Projectors
Scale: Starfighter
Crew: 3
Fire Arc: Back
Fire Control: 2D
Atmosphere Range: 50-200/500/1km
Damage: 4D

Fighters: 12 KDY Baby Birds or 6 Ties

Description: The KDY Moray Class Sea Destroyer is a baby brother of the famed Star Destroyer intended for aquatic rather than space use. It is meant as a floating projection of Imperial might as well as be a command base or mobile palace on aquatic worlds. The Moray features impressive sensors and communications equipment, a lavishly appointed (though modest sized) suite of rooms, and a variety of weapons. The sensors function underwater as well.

The Moray's main battery is 6 triple turbolaser turrets optimized for atmospheric performance, granting longer range than most starfighter scale weapons in atmosphere. There powerful and accurate to engage coastal targets and other ships, but can only elevate sufficiently to engage relatively low flying starfighters and are to ponderous to engage nimble speeders and walker scale craft. They are used to deal devastating strikes at range.

The secondary battery consists of dual laser turrets on the Moray's flanks, capable of rapid fire and greater elevation they are well suited for defense of the Moray although rarely used in an offensive role. They cannot attack enemies directly above or to the bow and stern however, and some speeders may be to fast for them.

If enemies can evade both batteries and close with the Moray, its garrison is deployed on deck to meet them with its weapons, including personal arms and heavy repeating blasters such as the E-Web. The Moray has a launch deck and tractor beam projectors mounted in the stern, used to deploy its own fighters (KDY tries to sell Baby Birds with it), or receive visitors.

Mounted forward are the Moray's Vertical Launch Missile Tubes, which are used for Atmospheric Concussion Missiles primarily intended as a close in defense against starfighters, and for the Moray's most impressive weapons, Sub-Orbital Strike Missiles. Sub-Orbital Strike Missiles are fired straight up, then arc around using the planets gravity and its atmospheric limits to reach the

target, then fall and strike it from above. They are extremely accurate, provided the target doesn't actually move (in which case they will accurately strike where the target used to be). It takes 10 minutes to input a target to a Sub-Orbital Strike Missile before it can be launched. (May be modified by Missile Weapons or Starship Gunnery or such rolls as appropriate). Impact missiles are essentially faux meteors relying on mass and speed to deal damage to a single target, burst missiles are unfocused concussion weapons designed for massive area of effect.
(If someone wishes to shoot them down before they reach there target: Missiles travel at 500/1400kmh, are speeder scale to hit, and have an effective 6d skill for defensive purposes, with Impact missiles having 8d speeder scale hull and Burst missiles having 4d.)

Burst missiles are rarely used except in mostly deserted areas, the Empire uses aquatic forces on places it wants to control, not devastate. Impact missiles are frequently used on identified or suspected rebel bunkers and other structures, or landed ships. The threat of the missiles however is viewed as key in the Moray's projection of force capability.

Moray's are capable of limited space flight, being intended to get them from KDY's factories to somewhere in the Empire to be crewed and outfitted, and then from there to there intended destination. The nav computer thus stores two jumps, and the hyperdrive is rated to handle two jumps before overhaul. The Moray has ion drives and repulsorlifts sufficient to land (frequently the manner of landing is referred to as an intentional crash), but lacks sufficient power to get airborne without the assistance of tugs. The Moray's weapons cannot fire in space without unpleasant side effects, being designed for atmospheric use.

While the Moray class is viewed as a quick and easy way to garrison and project power on Aquatic planets, and is enjoyed by governors and other senior Imperials as making a good yacht or houseboat they are not much loved by the Empire or KDY, most considering them to be generally far less desirable than spaceships, and noting there turbolasers are primarily only useful against coastal targets. Thus, large numbers of them are available for cheap on the second hand market, though the problems associated with redeploying them means there are few buyers.

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