Starships D6 / Fleet Service Station

Fleet Service Station

Imperial fleet operations required that each sector maintain at least two mobile stardocks or deepdocks in addition to a handful of stationary orbital docks for fleet maintenance and construction. Most of these docks tended to be modular and easily reconfigured, however, not all of them were.

The KDY Type IX stardock was one of the few non-modular stardocks used by the Imperial Navy. Also unlike other fleet deepdocks, the Type IX was not designed for construction of new starships but merely the repair and resupply of existing craft.

The Type IX was a rare sight and was only found in sectors hosting heavy fleet action. It was able to dock up to fifteen heavy cruisers, six star destroyers and numerous small vessels at a time. Even the Empire's Super Star Destroyers could be docked in numbers ranging up to four if need be.

The Type IX was a mobile battle platform, carrying extensive weaponry to fend off even the most impressive assault force - assuming anything could penetrate the full escort force assigned to all stardocks at the height of the Empire.

The resupply of starships was a critical aspect of any long-term deep space operation. Typically fleet tenders and cargo vessels would ferry out new supplies and replacement troops to the battle fleet. Unfortunately, this was not always adequate. Space battle tends to render many vessels damaged to the point where they can no longer serve their role without undergoing extensive repair at a fleet deepdock. The Type IX was able to resupply and repair these combat vessels with the utmost efficiency. If need be, the station itself could be moved into or near a combat zone - usually somewhere outside of a target star system - via space tugs. The station's escort force could also be called upon as reinforcements if the situation became dire.

The few Type IXs that the Empire had were rarely moved, simply because doing so was an incredibly difficult action. They were equipped with a nav computer and a Class Four hyperdrive motivator but relied on specially designed space tugs to move it from location to location.

New Republic Intelligence was able to catalog the existance of at least three of these mobile stardocks, confirming the destruction of one due to sabotage, eventually capturing another and completely losing track of the third.

Craft: Kuat Drive Yards' Type IX Stardock
Type: Fleet service station
Scale: Capital
Length: 3,240 meters (diameter), 4,470 meters (height)
Crew: 56,629; gunners: 810; skeleton: 15,690/+15
Crew Skill: Astrogation 4D, capital ship gunnery 4D, capital ship shields 4D+2, starship gunnery 4D
Passengers: 25,000 (troops)
Cargo Capacity: 2,000,000 metric tons
Consumables: 6 years
Cost: Not available for sale
Hyperdrive Multiplier: x4
Nav Computer: Yes
Space: 0; relies on space tugs
Hull: 11D
Shields: 5D
Sensors:
- Passive: 50/1D
- Scan: 125/2D
- Search: 230/3D
- Focus: 6/4D

Weapons:
200 Turbolaser Batteries
- Fire Arc: 50 front, 50 left, 50 right, 50 back
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 1-10/25/50
- Damage: 5D

80 Quad Laser Cannons
- Fire Arc: 40 dorsal turret, 40 ventral turret
- Crew: 1
- Scale: Starfighter
- Skill: Starship gunnery
- Fire Control: 4D
- Space Range: 1-3/12/25
- Damage: 4D

125 Concussion Missile Launchers
- Fire Arc: 25 front, 25 left, 25 right, 25 back, 15 dorsal, 10 ventral
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 2-12/30/60
- Damage: 9D

40 Tractor Beam Projectors
- Fire Arc: 10 front, 10 left, 10 right, 10 back
- Crew: 1
- Skill: Capital ship gunnery
- Fire Contol: 4D
- Space Range: 1-5/15/30
- Damage: 7D

Starship Complement:

- 144 starfighters
  - 72 TIE fighters
  - 36 TIE bombers
  - 36 TIE interceptors
- 10 Skipray blastboats
- 10 Assault gunboats
- 3 Gamma assault shuttles
- 5 Delta escort shuttles
- 25 Lambda shuttles
- 12 Stormtrooper transports

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