Starships D6 / Military Shipyard (example sho

Military Shipyard (example shown: Imperial Delfii Shipyards)

Craft: Kuat Drive Yards' Shipyard Mark VII
Type: Orbital shipyard
Scale: Capital
Length: 5,674 meters
Crew: 437,085, gunners: 655, skeleton: 5,000
Passengers: 200,000 (workers and techs), 49,700 (troops)
Cargo Capacity: 150,000 metric tons
Consumables: 8 years
Cost: Not available for sale
Hull: 8D
Shields: 6D
Sensors:
- Passive: 100/1D
- Scan: 200/2D
- Search: 300/3D
- Focus: 10/4D

Weapons:
150 Turbolasers
- Fire Arc: 25 front, 50 left, 50 right, 25 back
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 4D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 5D

90 Ion Cannons
- Fire Arc: 20 front, 25 left, 25 right, 20 back
- Crew: 1 (45), 2 (45)
- Skill: Capital ship gunnery
- Fire Control: 2D+2
- Space Range: 1-10/25/50
- Atmosphere Range: 2-20/50/100 km
- Damage: 3D

20 Concussion Missile Launchers
- Fire Arc: 5 front, 5 left, 5 right, 5 back
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 2-12/30/60
- Atmosphere Range: 4-24/60/120 km
- Damage: 9D

30 Tractor Beam Projectors

Fire Arc: 5 front, 10 left, 10 right, 5 back
Crew: 6
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/75/150 km
Damage: 12D

Starship Complement:
9 starfighter squadrons
8 shuttles
15 light transports
2 assault shuttles

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