Starships D6 / Deamons Lance-class Super S

The Deamon's Lance

The Deamon's Lance was the personal flagship of Grand Admiral Raek Tenoble around the time of the return of Emperor Palpatine. Palpatine's return sparked a massive build up of Imperial warships including several warships ranging in the "Super" scale. Of these massive warships, the Emperor ordered the Eclipse-class, four Sovereign-class, and numerous Executor-class vessels, along with the Deamon's Lance to be constructed.

Motivated by the Emperor's return, work crews in Imperial shipyards across the galaxy worked non stop until each ship was constructed. The Deamon's Lance itself was not finished until sometime after Palpatine's clone was killed due to several technical and supply problems. Grand Admiral Tenoble took the Deamon's Lance and fled into the Unknown Regions, conquering several primitive worlds and becoming yet another one of the various Imperial warlords.

Craft: Kuat Drive Yards' Deamon's Lance-class Super Star Destroyer
Type: Super Star Destroyer
Scale: Capital
Length: 14,500 meters
Skill: Capital ship piloting: Super Star Destroyer
Crew: 341,000, gunners: 2,798, skeleton: 45,000/+10
Crew Skill: Astrogation 4D, capital ship gunnery 6D, capital ship piloting 6D+2, capital ship sheilds 5D+2, sensors 5D
Passengers: 73,728 (troops)
Cargo Capacity: 400,000 metric tons
Consumables: 7 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 13D
Shields: 8D+2
Sensors:
- Passive: 250/2D
- Scan: 350/3D
- Search: 500/4D
- Focus: 70/5D

Weapons:
Axial Superlaser
- Fire Arc: Front
- Crew: 75

Scale: Death Star
Skill: Capital ship piloting: superlaser
Fire Control: 5D
Space Range: 5-25/75/150
Damage: Gradational output can fire once every minute at minimum energy (1D damage). It can aminute at minimum energy (1D damage). It can also build up a charge of 1D per minute up to 8D.

800 Heavy Turbolaser Batteries
Fire Arc: 300 front, 200 left, 200 right, 100 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 0D
Space Range: 5-20/40/60
Atmosphere Range: 10-20/80/120 km
Damage: 10D

400 Turbolaser Batteries
Fire Arc: 200 front, 100 left, 100 right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D

280 Concussion Missile Tubes
Fire Arc: 100 front, 70 left, 70 right, 40 back
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-5/30/60
Atmopshere Range: 4-24/60/120 km
Damage: 9D

40 Tractor Beam Projectors
Fire Arc: 10 front, 10 left, 10 right, 10 back
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 9D

3 Gravity Well Projectors
Fire Arc: Turret
Crew: 1
Skill: Capital ship gunnery
Fire Control: 6D
Space Range: 1-5/75/150
Damage: Blocks hyperspace travel

Starfighter Complement:
12 TIE defenders
48 TIE advanced
144 TIE interceptors

84 Scimitar assault bombers
8 TIE/rc
4 TIE/fc
20 Assault gunboats
20 Skipray blastboats

Ground/Air Vehicle Complement:

60 AT-ATs
90 AT-STs

Other Ships:

50 Lambda shuttles
120 stormtrooper transports

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