Starships D6 / Devastator-class Star Destroye

Devastator Star Destroyer

Craft: Kuat Drive Yards' Devastator-class Star Destroyer
Type: Heavy Star Destroyer
Scale: Capital
Length: 1,800 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 24,576, gunners: 400, skeleton 5,000/+20
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D
Passengers: 9,520 (troops)
Cargo Capacity: 30,000 metric tons
Consumables: 4 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x14
Nav Computer: Yes
Manuverability: 2D+2
Space: 6
Hull: 7D
Shields: 5D (primary)
Shields: 2D (back up)
Sensors:
- Passive: 40/1D
- Search: 150/3D
- Scan: 70/2D
- Focus: 4/3D+2

Weapons:
190 Turbolasers
- Fire Arc: 90 front, 40 left, 40 right, 20 back
- Crew: 1 (20), 2 (40)
- Skill: Capital ship gunnery
- Fire Control: 4D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150km
- Damage: 5D

50 Ion Cannons
- Fire Arc: 20 front, 10 left, 10 right, 10 back
- Crew: 1 (15), 2 (45)
- Skill: Capital ship gunnery
- Fire Control: 2D+2
- Space Range: 1-10/25/50
- Atmosphere Range: 2-20/50/100km
- Damage: 3D

48 Concussion Missile Launchers

Fire Arc: 10 front, 15 left, 15 right, 8 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120km
Damage: 9D

14 Tractor Beam Projectors
Fire Arc: 6 front, 4 left, 4 right
Crew: 1 (2), 4 (2), 10 (6)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60km
Damage: 6D

Starfighter Compliment:
12 A-9 Vigilance Interceptors
12 TIE Advanceds
36 TIE Interceptors
24 Scimitar Assault Bombers
24 TIE/ln
8 TIE/rc
4 TIE/fc

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