Starships D6 / Nemesis-class Fleet Carrier

Nemesis Fleet Carrier

The Nemesis-class fleet carrier is a scaled down version of the standard Imperial Fleet Carrier which is based off of the Imperial-class Star Destroyer frame. The Nemesis is completely dedicated to carrying and maintaining more than two full wings of TIE fighters.

Ship: Kuat Drive Yards' Nemesis-class Fleet Carrier
Type: Fleet carrier
Scale: Capital
Length: 1,400 Meters
Skill: Capital Ship Piloting: Nemesis Carrier
Crew: 13,850; Gunners: 134; Skeleton: 2,000/+10
Crew Skill: Astrogation 4D, Capital Ship Piloting 5D+1, Capital Ship Shields 4D+1, Capital Ship Gunnery 4D+2, Sensors 4D
Passengers: 4,700 (troops)
Consumables: 5 years
Cargo Capacity: 40,000 metric tons
Hyperdrive Multiplier: x2
Hyperdrive Backup: x16
Nav Computer: Yes
Space: 6
Maneuverability: 1D
Hull: 6D
Shields: 2D+2
Sensors:
- Passive: 50/1D
- Scan: 75/2D+2
- Search: 125/3D+2
- Focus: 5/4D

Weapons:
50 Turbolaser Batteries
- Fire Arc: 10 front, 15 left, 15 right, 10 back
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 4D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150km
- Damage: 5D

20 Ion Cannons
- Fire Arc: 5 front, 5 left, 5 right, 5 back
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 2D+2

Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100km
Damage: 3D

5 Concussion Missile Launchers
Fire Arc: 1 front, 2 left, 2 right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 9D

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

On Board Craft:
13 starfighter squadrons, typically:
24 TIE Interceptors
72 TIE/ln
24 TIE Bombers
12 A-9 Vigilance Interceptors
8 TIE/rc
4 TIE/fc

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