Starships D6 / Terminator Star Destroyer

Terminator Star Destroyer

Craft: Kuat Drive Yards' Terminator-class Star Destroyer
Type: Star Destroyer
Scale: Capital
Length: 1,900 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 24,576, gunners: 660, skeleton 5,000/+15
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D
Passengers: 10,220 (troops)
Cargo Capacity: 40,000 metric tons
Consumables: 7 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x6
Nav Computer: Yes
Manuverability: 1D
Space: 7
Hull: 8D+2
Shields: 6D (primary)
Shields: 3D (back up)
Sensors:
- Passive: 50/1D
- Scan: 100/3D+2
- Search: 200/4D+1
- Focus: 6/5D

Weapons:
80 Heavy Turbolaser Cannons
- Fire Arc: 30 front, 20 left, 20 right, 10 back
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 1D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150km
- Damage: 7D

65 Turbolaser Batteries
- Fire Arc: 20 front, 20 left, 20 right, 5 back
- Crew: 2
- 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: 2
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
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
24 TIE Interceptors
24 Scimitar Assault Bombers
8 TIE/rc
4 TIE/fc

Ground/Air Compliment:
50 AT-ATs
75 AT-STs

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