Starships D6 / Lincoln-Kuat Drive Yards Supe

Lincoln Super Star Destroyer LS

The Lincoln-Kuat Drive Yards Super Star Destroyer L-series was designed for the sporty Warlord who can't settle for just another spartan command ship. The L-series comes complete with authentic leather seat, power locks and windows, air codtioning, am/fm radio, CD Player, and over 16 million cupholders. The L-series comes in one of five sporty colours, including the always classic black and chrome. Side impact protection zones prevent those pesky turbolasers from ripping the beautiful vehicle apart and escape pods, should there be an incident, allow the crew and warlord to escape. The ship comes with an optional spoiler, and sunroof, complete with rebel safety locks. This luxurious vehicle is priced just over 3 billion credits.

Craft: Lincoln-Kuat Drive Yards' Super Star Destroyer LS
Type: Super-class Star Destroyer L-Series
Scale: Capital
Length: 8,000 meters
Skill: Capital ship piloting: Super Star Destroyer
Crew: 275,144, gunners: 1,590, skeleton: 50,000/+10
Crew Skill: Astrogation 4D, capital ship gunnery 6D, capital ship piloting 6D+2, capital ship shields 5D+2, sensors 5D
Passengers: 38,000 troops
Cargo Capacity: 250,000 metric tons
Consumables: 6 years
Cost: 3.1 Billion
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Space: 5
Hull: 8D
Shields: 6D+2
Sensors:
- Passive: 75/1D+1
- Scan: 150/3D+2
- Search: 300/5D
- Focus: 8/6D+2

Weapons:
250 Turbolaser Batteries
- Fire Arc: 100 front, 75 left, 75 right
- Crew: 1 (100), 2 (150)
- Scale: Capital
- Skill: Capital ship gunnery
- Fire Control: 1D
- Space Range: 3-15/36/75

Atmosphere Range: 6-30/70/150KM
Damage: 7D

250 Heavy Turbolaser Batteries
Fire Arc: 100 front, 50 left, 50 right, 50 back
Crew: 2
Scale: Capital
Skill: Capital ship gunnery
Space Range: 3-20/40/60
Atmosphere Range: 10-20/80/120KM
Damage: 10D

250 Concussion Missile Tubes
Fire Arc: 50 front, 75 left, 75 right, 50 back
Crew: 1
Scale: Capital
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120KM
Damage: 9D

250 Ion Cannon
Fire Arc: 100 front, 50 left, 50 right, 50 back
Crew: 1 (100), 2 (150)
Scale: Capital
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/100
Atmosphere Range: 2-20/50/100KM
Damage: 4D

40 Tractor Beam Emplacements
Fire Arc: 20 front, 10 left, 10 right
Crew: 1
Scale: Capital
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60KM
Damage: 9D

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