



Starships D6 / Lincoln-Kuat Drive Yard

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 conditioning, 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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All text and stats by Dave Maloney, HTML and logos done by FreddyB

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