Starships D6 / Core Shipyards CR-950 Crusa

Star Crusader/I

During the time of the great Imperial Civil War and the time of the emperor Reborn, these cruisers made their apperance. The Star Crusader cruiser is a modification of the old Imperial Star Destroyer. All but the lowest level of the command section, a flat rectangular area raised up only one level from the main hull, were taken off of this design, and the ship was slightly enlargened. On top of that, at the back, winglike extensions were added. These extensions were like those found on the Vengeance and carried a pair of extra engines under each, increasing the thrust power of the ship. Also the back of the ship was rounded out a bit and an engine section similair to that of Mon calmari Star Cruisrs was added. The result of this was that the Star Crusader had incredibly thrust power as well as a phenominal hyperdrive.

Also stolen from Mon Calmari design was the idea of backup shield generators to regenerate lost shield strength. The rear "wings" also added to the ship's sleek design and made it slightly more maneuverable, especially when coupled with the enormous thruster potential of the ship. With it's reinforced hull plates and heavy shields, not to mention backup shields, the Star Crusader can also take a wide degree of punishment from enemy vessels before even having to consider pulling back.

The armament complement is a mismatch of several Star Destroyer variants. These weapons can dish out extreme amounts of firepower agaisnt enemy ships and fleets.

Also the Star Crusader can field an impressive 12 squadrons of starfighters, 2 full wings. During the empire's military buildup, many of these vessels were built, and in the limited engagements against the New Republic, they were truly war machines to be feared. Against fellow Imperials during the civil war, it was just another insane weapon of destruction. After the time of the Reborn emperor, it was unknown how many of the Star Crusader's remained, but it was believed that all facilities capable of producing them had been destroyed.

The Interdictor Variant was not as widely produced or used as it's counterpart. However, it was still liked by several of the comepting Warlords during the civil war and by the Emperor's forces after he returned to take control of the Empire. Though it's firepower was slightly decreased, the Interdictor variant could steal deal a large ammount of damage while being able to rip ships from hyperspace.

Craft: Core Shipyards CR-950 Crusader Star Cruiser Interdictor Variant

Type: Star cruiser
Era: Dark Empire and beyond
Scale: Capital
Length: 1,800 meters
Skill: Capital ship piloting: Star Crusader
Crew: 38,000, gunners: 605, skeleton: 1,350/+10
Crew Skill: Astrogation 4D, capital ship gunnery 5D, capital ship piloting 6D, capital ship shields 5D+1, sensors 3D+1
Passengers: 4,098 (troops)
Cargo Capacity: 40,000 metric tons
Consumables: 4 years
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Hull: 6D+1
Shields: 5D*
Backup: 5D
Sensors:
- Passive: 40/1D
- Scan: 60/2D
- Search: 120/3D
- Focus: 5/4D

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

15 Ion Cannons
- Fire Arc: 5 front, 5 left, 5 right,
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 2D+2
- Space Range: 1-10/25/50
- Atmosphere Range: 2-20/50/100km
- Damage: 3D

15 Double Laser Cannons
- Fire Arc: 3 front, 5 left, 5 right, 2 back
- Crew: 1
- Skill: Capital ship gunnery
- Scale: Starfighter
- Fire Control: 3D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 4D

15 Concussion Missile Launchers
- Fire Arc: 5 front, 5 left, 5 right,
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 2-12/30/60
- Atmosphere Range: 200-1.2/3/6 km
- Damage: 9D

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

2 Gravity Well Projectors
- Fire Arc: Turret
- Crew: 1
- Skill: Capital ship gunnery
- Fire Control: 6D
- Space Range: 1-5/75/150
- Damage: Blocks hyperspace travel

Starfighter Complement:
- 1 Recon Squadrons (TIE/rc, TIE Scouts)
- 2 Bomber Squadrons (TIE/db, Scimitar Assault Bombers)
- 2 Interceptor Squadrons (TIE Interceptors, A-9 Vigilance)
- 3 Fighter Squadrons (TIE Fighters)
- 1 Heavy Squadrons (Assault Gunboats, Skipray Blastboats)

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Dave Maloney, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.