



Starships D6 / The Red Hand

The Red Hand

The Red Hand was created after the defeat of the Dark Jedi known as Jerec. The Red Hand was patterned off Jerec's vessel, the Vengeance, but heavily modified. The Red Hand is slightly larger and is designed to carry large amounts of ground troops and starfighters. Unlike many of the Super Star Destroyer variants created by warlords, the Red Hand was never even considered with a super laser as the cost would be phenomenally more than the already incredible price of construction. However, despite the lack of a superlaser, the Red Hand packs an impressive arsenal greater than that of an ordinary Super Star Destroyer.

The inside of the vessel is filled with cargo areas, vehicle bays, troop living quarters, starship launch and maintenance bays, conference rooms, war rooms, briefing amphitheatres, and 16 different observation decks, including one for the command staff, set just above the bridge. Also, there are what appear to be meditation chambers at various locations on the ship. The commander's office is an exact duplicate of the bridge, all the displays show exactly what their counterparts on the real bridge are showing, all the 'viewports' show exactly what would be seen from the bridge viewports. This allows the commander to monitor the crew's activities and see what they see without coming to the bridge everytime.

The Red Hand's design files and records of materials being bought and shipped to an unknown location for its construction were found in computer banks at an abandoned base. However, it is unknown who had it built and if it was ever finished. Nobody has ever seen The Red Hand nor heard of a ship matching its description.

Craft: Kuat Drive Yards' Modified Vengeance-class Super Star Destroyer

Type: Super Star Destroyer

Scale: Capital

Length: 10,600 meters

Skill: Capital ship piloting: Super Star Destroyer

Crew: 310,000, gunners: 1,877, 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: 75,820 (troops)

Cargo Capacity: 350,000 metric tons

Consumables: 4.5 years

Hyperdrive Multiplier: x2

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 1D+2

Space: 5

Hull: 10D

Shields: 9D

Sensors:

Passive: 250/2D

Scan: 350/3D

Search: 500/4D

Focus: 70/5D

Weapons:

300 Heavy Turbolaser Batteries

Fire Arc: 150 front, 100 left, 100 right, 50 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 0D

Space Range: 5-20/40/60

Atmosphere Range: 10-20/80/120 km

Damage: 10D

200 Turbolaser Batteries

Fire Arc: 100 front, 50 left, 50 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

250 Ion Cannons

Fire Arc: 70 front, 50 left, 50 right, 50 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-10/25/50

Atmosphere Range: 2-50/50/100 km

Damage: 4D

140 Concussion Missile Tubes

Fire Arc: 50 front, 35 left, 35 right, 20 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-5/30/60

Atmopshere Range: 4-24/60/120 km

Damage: 9D

20 Tractor Beam Projectors

Fire Arc: 5 front, 5 left, 5 right, 5 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 9D

Starfighter Complement:

12 A-9 Vigilance Interceptors

72 TIE Interceptors

48 TIE/In

24 Scimitar Assault Bombers

8 TIE/rc

4 TIE/fc

Ground/Air Vehicle Complement:

40 AT-ATs

80 AT-STs

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