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 phenominaly more than the already incredible price of cosntruction. However, despite the lack of a superlaser, the Red Hands 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 maintanence bays, conferance rooms, war rooms, briefing amiptheatres, and 16 different oberservation decks, including one for the command staff, set just above the bridge. Also, there are hat appear to be meditation chmabers at various locations on the ship. The commander's office is an exact dupilcate of the bridge, all the displays shows exacltly what their coutnerparts on the real bridge are showng, 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 it's contstruction 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 it's 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 sheilds 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/ln
- 24 Scimitar Assault Bombers
- 8 TIE/rc
- 4 TIE/fc

Ground/Air Vehicle Complement:

- 40 AT-ATs
- 80 AT-STs

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