



Starships D6 / Predator Class Star Des

The Predator

Craft: Kuat Drive Yards' Predator-class Star Destroyer

Type: Predator-class Star Destroyer

Scale: Capital

Length: 8,000m

Skill: Capital Ship Piloting

Crew: 42,085; 12,320 skeleton

Crew Skill: Capital Ship Piloting 4D, Capital Ship Gunnery 4D, Capital Ship Shields 3D+2

Passengers: 2,000 (troops)

Cargo Capacity: 62,000 Metric Tons

Consumables: 8 Years

Cost: Not Available For Sale

HyperDrive Manipulator: x3

HyperDrive Backup: x6

Nav Computer: Yes

Space: 5

Atmosphere: 295 (850 kph)

Hull: 8D+2

Shields: 5D+2

Sensors:

>Passive: 250/2D

>Scan: 350/3D

>Search: 500/4D

>Focus: 75/5D

-Weapon:

70 Heavy Turbolasers

Fire Arc: 20 Front, 20 Left, 20 Right, 10 Back

Crew: 2

Crew Skill: Capital Ship Gunnery

Fire Control: 3D+2

Space Range: 3-15/36/75

Atmosphere Range: 300-1.5/3.6/7.5km

Damage: 6D

-Weapon:

25 Quad Turbolaser Batteries

Fire Arc: 15 Front, 10 Left, 10 Right, 10 Back

Crew: 3

Crew Skill: Capital Ship Gunnery

Fire control: 1D+1

Space Range: 3-18/35/75

Atmosphere Range: 300-1.8/3.5/7.5km

Damage: 8D

-Weapon:

15 Double Laser Cannons

Fire Arc: 3 Front, 5 Left, 5 Right, 2 Back

Crew: 4

Crew Skill: Capital Ship Gunnery

Fire Control: 2D+2

Space Range: 3-15/35/75

Atmosphere Range: 300-1.5/3.5/7.5km

Damage: 4D

-Weapon:

40 Ion Cannons

Fire Arc: 10 Front, 15 Left, 15 Right, 10 Back

Crew: 4

Crew Skill: Capital Ship Gunnery

Fire Control: 3D+1

Space Range: 1-10/25/50

Atmosphere Range: 100-1.0/2.5/5.0km

Damage: 3D

-Weapon:

25 Concussion Missile Launchers

Fire Arc: 10 Front, 5 Left, 5 Right, 5 Back

Crew: 3

Crew Skill: Missile Weapons: Concussion Missile

Fire Control: 2D+2

Space Range: 1/3/7

Atmosphere Range: 100/300/700

Damage: 9D

-Weapon:

10 Tractor Beam Projectors

Fire Arc: 6 Front, 2 Left, 2 Right

Crew: 5

Crew Skill: Capital Ship Gunnery

Fire Control: 3D+1

Space Range: 1-10/25/50

Atmosphere Range: 100-1.0/2.5/5.0

Damage: 6D

Starship Complement:

180 starfighters, typically:

72 TIE/ln

36 TIE interceptors

24 TIE bombers

8 TIE/rc or TIE Vanguard

4 TIE/fc

36 Tie Defenders

12 Lambda shuttles

4 Delta escort shuttles

5 Stormtrooper transports

6 Skipray blastboats

2 Gamma assault shuttles

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