Starships D6 / Resurgence Star Destroyer

Resurgence Star Destroyer

The invasion of the Yuuzhan Vong sounded the death knell of the "Imperial"-class Star Destroyer. The "Imperial"-class could not deal with the weight of fire delivered by the Vong cruisers. It is a great testimony to Imperial training that the "Imperial" remained in service as long as it did. Fortunately, a replacement was already on the way.

The "Resurgence"-class Star Destroyer is built on all of the combat lessons learned since the design of the "Imperial II". The Imperial R&D specialists on Bastion included everything they possibly could in the new design. The "Resurgence" has backup shields, more armour, increased maneuverability, and a novel new weapons fit. The new Star Destroyer appears to be a slightly scaled-up "Imperial" with a pair of gravity well generator globes where bridge superstructure should be. In actual fact, the "Resurgence" is an entirely new, and far more capable, design.

Craft: Kuat Drive Yards' Resurgence Star Destroyer
Type: Star Destroyer
Scale: Capital
Length: 1,800m
Skill: Capital Ship Piloting: Star Destroyer
Crew: 38,064 gunners: 332 skeleton: 9,000/+10
Crew Skill: Astrogation 4D, Capital Ship Gunnery 5D+2, Capital Ship Piloting 5D+1, Capital Ship Shields 4D+1, Sensors 4D
Passengers: 9,700 (troops)
Cargo Capacity: 32,000 metric tons
Consumables: 6 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D+1
Space: 6
Hull: 8D
Shields: 4D (the "Resurgence" has 4D of backup shields)
Sensors:
- Passive: 50/1D
- Scan: 100/3D
- Search: 200/4D
- Focus: 6/4D+2

Weapons:
50 Heavy Turbolaser Batteries
- Fire Arc: 20 front, 15 left, 15 right
- Crew: 1(20), 2(30)

Skill: Capital Ship Gunnery
Fire Control: 0D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150km
Damage: 10D

50 Heavy Turbolaser Cannons
Fire Arc: 25 front, 10 left, 10 right, 5 back
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150km
Damage: 7D

20 Dual Mode Cannons*
Fire Arc: 5 front, 5 left, 5 right, 5 back
Crew: 1(10), 2(10)
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: Laser: 3-15/35/75
Ion: 1-10/25/50
Atmosphere Range: Laser: 6-30/70/150km
Ion: 2-20/50/100km
Damage: Laser: 5D
Ion: 4D

10 Tractor Beam Projectors
Fire Arc: 6 front, 2 left, 2 right
Crew: 1(2), 4(2), 10(6)
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

Carried Vessels:
48 TIE/ln (or later fighters)
12 TIE Bomber
12 TIE Interceptor

*=Dual Mode Cannons can switch between laser or ion blasts.2 turns preparation and a Very Easy Starship Repair roll are necessary to switch. Performance differences for each mode are noted in the stats. A hit on the gun mount effects both modes of fire.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Matthew Kubinec, 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.