Starships D6 / Serpents Smile Star Destroyer

Serpents Smile Star Destroyer

The Serpents Smile Star Destroyer was Kuat Drive Yards first attempt at placing Tarkin II-style weapons on the smallest possible hull. At the time it was conceived, Kuat Military Officials had already been calling for a ship with powerful weapons that could be relatively quick to build. Though the Enslaver Heavy Star Destroyer had already proven itself as a worthy design, Kuat Military Leaders scorned it for its lack of quality secondary weapons, especially for its lack of quad laser cannons and concussion missiles. As a result, Kuat Drives began developments for the new ship.

The Serpents Smile's design basically conformed to a Super Star Destroyer shrunk down to an Imperial Star Destroyer hull. The length of the hull was drawn up at 4.8 Kilometers, in order to accommodate the five wings and two squadrons it was to carry, as well as the ground and support craft. 150 Super Heavy Turbolaser Batteries were placed on the ship as its main offensive weapon. Also installed were ninety Heavy Ion Web Projectors and 100 Heavy Quad Laser Cannons for defense against incoming missiles and fighters. Sixty Concussion Missile Launchers were added to the design to increase firepower.

Because of its design and size, other military commanders often underestimate the Serpents Smile. The firepower of it could literally decimate opposing forces in one blow. The Serpents Smile has quickly earned the respect of Kuat Officials and the unfortunate commanders who have had the displeasurable task of facing one in combat. The Serpents Smile has become a revolutionary weapon of terror that will undoubtedly pave the way for a new era of Starship design and construction.

Craft: Kuat Drive Yards' Serpents Smile Star Destroyer
Type: Star Destroyer
Scale: Capital
Length: 4,800 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 91,255, gunners: 4,886, skeleton 15,085/+15
Crew Skill: Astrogation 6D, capital ship gunnery 6D+1, capital ship piloting 6D+1, capital ship shields 7D, capital ship repair 7D, capital ship weapons repair 6D, communications 5D, sensors 5D, starship gunnery 6D
Passengers: 15,500 (troops)
Cargo Capacity: 86,400 metric tons
Consumables: 6 years
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10

Nav Computer: Yes
Maneuverability: 1D
Space: 8
Hull: 8D+2
Armor Surface: 6D+2
Shields: 7D+2 (primary)
Shields: 5D (back up)
Sensors:
Passive: 65/1D+2
Scan: 125/3D+2
Search: 250/4D+2
Focus: 7/5D+2
Weapons:
150 Super Heavy Turbolaser Batteries
Fire Arc: 25 Front, 50 Left, 50 Right, 25 Back
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 4-20/40/80
Atmosphere Range: 8-40/80/160 km
Damage: 12D
90 Heavy Ion Web Projectors
Fire Arc: 30 Front, 25 Left, 25 Right, 10 Back
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 5D
Space Range: 2-15/30/60
Atmosphere Range: 4-30/60/120 km
Damage: 15D Ionization Damage
100 Heavy Quad Laser Cannons
Fire Arc: 25 Front, 25 Left, 25 Right, 25 Back
Crew: 2
Skill: Starship Gunnery
Fire Control: 6D
Space Range: 2-6/24/50
Atmosphere Range: 200-600/2.4/5 km
Damage: 8D
60 Concussion Missile Launch Tubes
Fire Arc: 10 Front, 20 Left, 20 Right, 10 Back
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 2-5/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 9D
14 Tractor Beam Projectors
Fire Arc: 4 Front, 4 Left, 4 Right, 2 Back
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 5D
Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km
Damage: 9D

Starfighter Complement:

- 84 TIE/ln Fighters
- 72 TIE Interceptors
- 72 TIE Advanced
- 60 TIE Defenders
- 36 TIE Bombers
- 36 Scimitar Assault Bombers
- 12 TIE/rc
- 12 TIE/fc

Ground/Air Complement:

- 18 Troop Transports
- 3 Assault Transports
- 4 Assault Shuttles
- 8 Lambda Shuttles
- 50 AT-AT's
- 75 AT-ST's

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