Starships D6 / Victory III Star Destroyer

Victory III Star Destroyer

Despite advancing technology, sometimes old ideas are still best.
This thinking prompted Imperial High Command to re-examine the capabilities of the "Victory" Star Destroyer just before the Yuuzhan Vong invaded. It was concluded that an update of the original "Victory" would yield a vessel which would be a good cruiser and have bombardment capacity enough to facilitate phasing-out dedicated seige platforms. Thus was born the "Victory III"

Once the Vong invasion began the "Victory III" design was modified to turn it into a long-distance raider. The new "Victory" still has no Ion Cannons, but makes up for it with six Skipray Blastboats. It also carries two squadrons of TIE starfighters. The weapons fit of "Victory III"s is optomized for their mission profile. That profile is for two starships to enter a system, quickly destroy any space defences, and then destroy planetary targets of value from inside the atmosphere.

Craft: Rendili Star Drive's Victory III
Type: "Victory"-class Star Destroyer
Scale: Capital
Length: 900 meters
Skill: Capital Ship Piloting: Star Destroyer
Crew: 4,750 gunners: 330 skeleton: 1,755/+15
Crew Skill: Astrogation 4D, Capital Ship Gunnery 5D, Capital Ship Piloting 5D, Capital Ship Shields 4D, Sensors 3D+2
Passengers: 2,100 (troops)
Cargo Capacity: 8,100 metric tons
Consumables: 4 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D+2
Space: 6
Atmosphere: 280; 800kmh
Hull: 6D
Shields: 4D (the "Victory III" has 4D backup shields)
Sensors:
- Passive: 50/1D
- Scan: 150/3D
- Search: 200/4D
- focus: 6/4D+2

Weapons:
10 Heavy Turbolaser Batteries
- Fire Arc: 5 left, 5 right

Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 0D
Space Range: 5-20/40/60
Atmosphere Range: 10-40/80/120km
Damage: 10D

40 Medium Turbolasers
Fire Arc: 10 front, 15 left, 15 right
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150km
Damage: 5D

80 Concussion Missile Tubes
Fire Arc: 20 front, 20 left, 20 right, 20 back
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 5D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120km
Damage: 9D

10 Tractor Beam Projectors
Fire Arc: 4 front, 3 left, 3 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

Carried Vessels:
12 TIE Interceptor (or later fighter)
12 TIE Bomber
6 Skipray Blastboats

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