Starships D6 / Voodoo-class Star Destroyer

Voodoo-class Star Destroyer

Imperial Admiral Zaolus designed the Voodoo-class Star Destroyer during the beginning of Thrawn's campaigns against the New Republic. The Republic's forces were continuously being reinforced on planets in the Mid- and Outer-Rims, helping to defend against attacks by Imperial Remnant forces.

The Voodoo Star Destroyer was designed as a long-range convoy raider, intended to attack New Republic resupply vessels with stealth and surprise. Zaolus knew the importance of supply to Republic outposts and deep-space bases, and wanted to attack them at this point.

Voodoo-class vessels are slightly smaller than standard Imperial-class Star Destroyers, but are relatively similar in appearance. The Voodoo is equipped with two gravity well projectors intended to stop New Republic vessels travelling in hyperspace, where the destroyer can then let the surprised convoy feel the full effect of its heavy turbolasers.

Although Voodoo Star Destroyers are given general briefings on New Republic convoys in a sector, they rely on TIE/rc Reconaissance Fighters for most of their regular reports on Republic positions. The TIE/rc's are sent ahead of the ship and look for any enemy resupply vessels in the area. If any are found, their positions are relayed back to the ship and the vessels are intercepted.

Kuat Drive Yards produced several hundred Voodoo-class Star Destroyers for use with Admiral Zaolus raiding fleet, and mixed results followed. The Voodoo worked well when engaging standard convoys, but was not capable of handling well-escorted supply chains. A pair of escort frigates can generally handle a Voodoo-class vessel, or at least distract it long enough for the remainder of the convoy to blast into hyperspace.

Craft: Kuat Drive Yards' Voodoo-class Star Destroyer
Type: Convoy-raiding star destroyer
Scale: Capital
Length: 1,250 meters
Skill: Capital ship piloting: Voodoo Star Destroyer
Crew: 25,483, gunners: 250, skeleton 4350/+15
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D
Passengers: 2750 (troops)
Cargo Capacity: 12,000 metric tons
Consumables: 8 years

Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Manuverability: 1D
Space: 7
Hull: 6D+2
Shields: 2D+1
Sensors:
- Passive: 50/1D
- Search: 200/4D
- Scan: 100/3D
- Focus: 6/4D+2

Weapons:
45 Heavy Turbolaser Cannons
- Fire Arc: 20 front, 10 left, 10 right, 5 back
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 1D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 7D

40 Ion Cannons
- Fire Arc: 15 front, 10 left, 10 right, 5 back
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 2D+2
- Space Range: 1-10/25/50
- Atmosphere Range: 2-20/50/100 km
- Damage: 3D

8 Tractor Beam Projectors
- Fire Arc: 4 front, 2 left, 2 right
- Crew: 1 (2), 4 (2), 8 (4)
- Skill: Capital ship gunnery
- Fire Control: 4D
- Space Range: 1-5/15/30
- Atmosphere Range: 2-10/30/60 km
- Damage: 6D

2 Gravity Well Projectors
- Fire Arc: All
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 4D
- Space Range: 1-5/75/150
- Damage: Denies hyperspace access

Starfighter Compliment:
- 18 TIE/ln Fighters
- 12 TIE/rc Recon Fighters
- 6 TIE Bombers

Ground/Air Compliment:
- 8 AT-ATs

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