Starships D6 / Hapes Star Destroyer

Hapes Star Destroyer

After the success with the NeoDragon Battle Cuiser, Verdant was given a new specific project. The Hapes allowed Verdant onto captured Imperial Star Destroyers. Verdant went ecstatic, they had tried to get Star Destroyers to pull apart for years. They had plans, sure, but there was nothing like taking a real one apart. They soon learned it wasn't as great as they thought.

Both the Imperial Star Destroyer Mark I and Mark II were engineering nightmares. Their study of the craft went on into the time of the Reborn Emperor. Finally they began work on a Hapan Star Destroyer, the Titan-class.

The titan-class was built around the frame of an ISD Mark II. They took the heavy turbolaser batteries out, despite their punch they drained so much energy they weren't deemed worth the expense. The 20 Ion Cannons were replaced with the Mark I's compliment of 60, and 6 concussion missile tubes were added to make up for the punch lost from the heavy batteries. There was still energy left over from the removal of the heavies though, and this was put to use in a set of backup shields which increased the ship's survivabliity even further.

Extra fighter capacity was also included in the Titan-class so that it could field a wing and a half of the newest and most advanced fighters. There was a loss in space on board, for both cargo and troops but it was relatively small compared to the gains.

Craft: Verdant Spaceworks Titan Star Destroyer
Type: Star Destroyer
Era: 7 Years Post Endor +
Scale: Capital
Length: 1,600 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 36,755, gunners: 330, skeleton 5,000 /+10
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship sheilds 4D+1, sensors 4D
Passengers: 8,000 (troops)
Cargo Capacity: 25,000 metric tons
Consumables: 6 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Manuverability: 1D
Space: 6
Hull: 7D+2

Sheilds: 2D *
* The Hapes Destroyer has a set of backup shields (4D). When a die of shields is lost, the shield operators can make an Easy capital ship shields roll to use one of the backup dice to bring the shields back to a full 2D.

Sensors:
- Passive: 50/1D
- Scan: 100/3D
- Search: 200/4D
- Focus: 6/4D+1

Weapons:

50 Heavy Turbolaser Cannons
- Fire Arc: 20 front, 10 left, 10 right, 10 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

60 Ion Cannons
- Fire Arc: 20 front, 15 left, 15 right, 10 back
- Crew: 1 (15), 2 (45)
- Skill: Capital ship gunnery
- Fire Control: 2D+2
- Space Range: 1-10/25/50
- Atmosphere Range: 2-20/50/100 km
- Damage: 4D

6 Concussion Missile Tubes
- Fire Arc: Front
- Crew: 1
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 2-12/30/60
- Atmosphere Range: 200-1.2/3/6 km
- Damage: 9D

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: 2-10/30/60 km
- Damage: 6D

Starfighter Complement:
- 36 Miy'til Fighters
- 36 E-Wings
- 24 A-9 Vigilances
- 12 B-Wings

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
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