Starships D6 / Pride of the Yevetha

Pride of the Yevetha

Craft: Highly Modified Kuat Drive Yards' Executor-class Super Star Destroyer
Type: Super Star Destroyer
Scale: Capital
Length: 17,600 meters
Skill: Capital ship piloting: Super Star Destroyer
Crew: 758,360; gunners: 3,738, skeleton: 90,000/ +10
Crew Skill: Astrogation 4D, capital ship gunnery 6D, capital ship piloting 6D+2, capital ship sheilds 5D+2, sensors 5D
Passengers: 150,000 (troops)
Cargo Capacity: 600,000 metric tons
Consumables: 6 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x4
Nav Computer: Yes
Maneuverability: 1D+2
Space: 6
Hull: 15D+1
Shields: 8D+2 (primary)
Shields: 6D (back up)
Sensors:
- passive: 100/2D
- scan: 200/3D
- search: 300/5D
- focus: 20/6D

Weapons:
900 Heavy Turbolaser Batteries
- Fire Arc: 300 front, 250 left, 250 right, 100 back
- Crew: 1 (100), 2 (800)
- Skill: Capital ship gunnery
- Fire Control: 0D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150km
- Damage: 10D

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

500 Ion Cannons

Fire Arc: 200 front, 100 left, 100 right, 100 back
Crew: 1 (100), 2 (400)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100km
Damage: 4D

500 Advanced Concussion Missile Launchers
Fire Arc: 100 front, 150 left, 150 right, 100 back
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120km
Damage: 10D

250 Quad Laser Cannons
Fire Arc: turret
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5km
Damage: 5D

80 Tractor Beam Projectors
Fire Arc: 20 front, 20 left, 20 right, 20 back
Crew: 1 (20), 4 (40), 10 (20)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60km
Damage: 9D

8 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

Starfighter Complement:
60 squadrons (720 fighters)

Ground/Air Vehicle Complement:
100 AT-ATs
200 AT-STs

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