



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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All text and stats by Ryan Matheny, HTML and logos done by FreddyB

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