Starships D6 / Umgah Star Destroyer

Umgah Star Destroyer

The Druuge-class Star Destroyer is basically a cheap rip off of the famed Imperial-class Star Destroyer with a few added perks. The Druuge-class ships are smaller, faster, more manueverable, and pack more of a punch than the larger Imperial-class ships. Umgah technicians decided to implement a new piece of ordnance into the design of the Druuge, this being the partical acceleration cannon (PAC). The actual design concept was first conceived several years before the designing of the Druuge. With a practical version of the weapon now complete, most new design Umgah warships will be boasting at least one of them in their arsenal. As PAC technology becomes more fine tuned, they will most likely take the place of turbolasers on all Umgah warships. The ship itself resembles its Imperial counterpart but with a slightly roundish and blimp-shaped hull with the main command superstructure jutting from the dorsal posterior section. The fighter bay is housed near the nose of the ship and the shuttle/maintenance/supply bay is located on the dorsal side of the ship, directly in front of the command superstructure. The fighter bay was designed to "drop" the starfighters out of the hangar and into open space, thus increasing the launch time by a few seconds.

Craft: Umgah Star Yards' Druuge-class Star Destroyer
Type: Star Destroyer
Scale: Capital
Length: 1,449 meters
Skill: Capital ship piloting: Druuge Star Destroyer
Crew: 27,492, Gunners: 305, Skeleton: 7,500/+5
Crew Skill: Astrogation 6D, capital ship gunnery 5D+1, capital ship piloting 5D, capital ship shields 5D, sensors 4D+2
Passengers: 8,100 (troops)
Cargo Capacity: 45,000 metric tons
Consumables: 5 years
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 2D+1
Space: 7
Hull: 7D
Shields: 2D+2
Sensors:
- Passive: 50/1D
- Scan: 90/2D
- Search: 120/3D
- Focus: 5/4D

Weapons:

2 Particle Acceleration Cannons (PACs)
- Fire Arc: 1 front/left, 1 front/right
- Crew: 15
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 5-10/25/50
- Atmosphere Range: 10-20/50/100 km
- Damage: 10D

45 Heavy Turbolaser Batteries
- Fire Arc: 15 front, 10 left, 10 right, 10 back
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 0D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 10D

30 Turbolaser Batteries
- Fire Arc: 10 front, 10 left, 10 right
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 4D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 5D

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

10 Tractor Beam Projectors
- Fire Arc: 4 front, 3 right, 3 left
- Crew: 1
- Skill: Capital ship gunnery
- Fire Control: 3D
- Space Range: 5/15/30
- Atmosphere Range: 10/30/60 km
- Damage: 6D

Starfighter Complement: 6 squadrons
Support Craft Complement: 5 shuttles, 3 landing craft
Ground/Air Complement: 10 Umgah Assault Walkers

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