



Starships D6 / De Guerre-class Super S

De Guerre-class Super Star Destroyer

Shortly before the Imperial Civil War, Kuat Drive Yards was planning to sever all outside ties and make themselves a fully independent and sovereign nation. To do this they built a trump card.

The De Gurre Super Star Destroyer was built to look like a massive troop and fighter carrier. It was built with an axial superlaser, then large smooth hullplates, arcing from that to the outside edges at regular intervals. It was a "fluffy" looking ship. However, those panels actually flipped up on large disguised hinges around the axial superlaser. These panels are shallow casing over the weapons banks all over flanks - turbolasers, ion cannons, concussion missile and proton torpedo launchers, and giant capital scale conner nets. These conner nets would spread out to 50 meters in diameter and deliver ionization charge for a constant minute into all the ships it hit. The chances of a ship's systems surviving this was slim to none. The vessel was a clever monstrosity.

Though not as powerful as some Super Star Destroyers, it still packed a wallop and had an advantage in the element of surprise. The ship did indeed win several battles against Imperial warlords who wished to take the Kuat Drive Yards. However, an unforeseen design flaw had been found, only too late. The flipout panels also included solar collectors on the underside to help power the weapons and drive systems. This made the ship incredibly fast. However, the power shunts into the drive system were not properly equipped to handle the ship going into hyperspace with the panels out. After one battle turned sour, the De Gurre jumped into hyperspace. Reports say that there was a strange flash of light, and what witnesses could only describe as a "folding" and the De Gurre was gone. The ship was never heard from again, however there have been reports of ghostly images of the ship seen appearing in system with panel's out, appearing for just a few moments before disappearing again.

Craft: Kuat Drive Yards' De Guerre-class Super Star Destroyer

Type: Disguised Gunship

Era: 5.5 years post Endor

Scale: Capital

Length: 6,300 meters

Skill: Capital ship piloting: Super Star Destroyer

Crew: 310,000, gunners: 1,877, skeleton: 50,000/+10

Crew Skill: Astrogation 4D, capital ship gunnery 6D, capital ship piloting 6D+2, capital ship shields 5D+2, sensors 5D

Passengers: 73,728 (troops)

Cargo Capacity: 350,000 metric tons

Consumables: 4.5 years

Hyperdrive Multiplier: x2

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 1D

Space: 6

Hull: 10D

Shields: 9D

Sensors:

Passive: 250/2D

Scan: 350/3D

Search: 500/4D

Focus: 70/5D

Weapons:

Axial Superlaser

Fire Arc: Front

Crew: 75

Scale: Death Star

Skill: Capital ship piloting: superlaser

Fire Control: 5D

Space Range: 5-25/75/150

Damage: Gradational output can fire once every minute at minimum energy (1D damage). It can fire a minute at minimum energy (1D damage). It can also build up a charge of 1D per minute up to 8D.

100 Heavy Conner Net Launchers

Fire Arc: 50 left, 50 right

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-5/30/60

Blast Radius: 500 Meters

Damage: 12D (Ionization) (for 10 rounds)

200 Heavy Turbolaser Batteries

Fire Arc: 75 front, 50 left, 50 right, 25 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 0D

Space Range: 5-20/40/60

Atmosphere Range: 10-20/80/120 km

Damage: 10D

100 Turbolaser Batteries

Fire Arc: 50 front, 25 left, 25 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

110 Heavy Ion Cannons

Fire Arc: 35 front, 25 left, 25 right, 25 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-10/25/50

Atmosphere Range: 2-50/50/100 km

Damage: 6D

70 Concussion Missile Tubes

Fire Arc: 25 front, 15 left, 15 right, 15 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 2-5/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

70 Concussion Missile Tubes

Fire Arc: 25 front, 15 left, 15 right, 15 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-5/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 10D

20 Tractor Beam Projectors

Fire Arc: 5 front, 5 left, 5 right, 5 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 9D

Starfighter Complement:

72 A-9 Vigilance Interceptors

72 TIE Interceptors

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