Starships D6 / De Guerre-class Super Star De

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 independant and soveign 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 pannels actually flipped up on large disguised hinges around the axial superlaser. These pannels 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 dimataer 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 pwoerful 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 unforseen design flaw had been found, only too late. The flipout pannels also included solar colelctors 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 pannels out. After one battle turned sour, the De Gurre jumped into hypersdpace. 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 apeparing in system with pannel'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 sheilds 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 aminute 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
Atmopshere 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
Atmopshere 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
48 Scimitar Assault Bombers

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