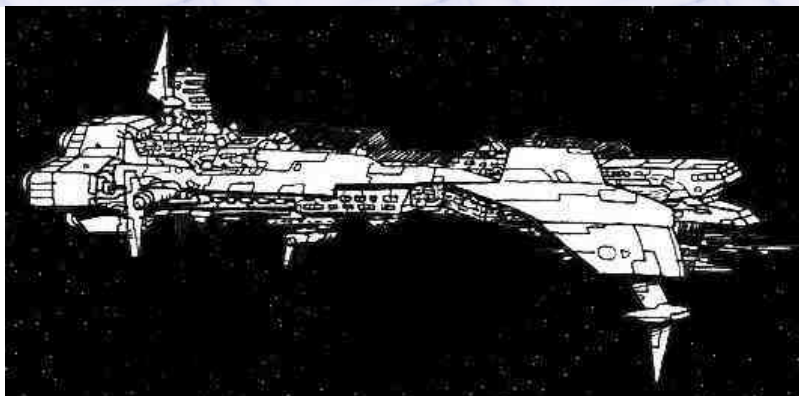


Name:



Sith DreadNaught

Type: Large Cruiser

Scale: Capital

Length: 2 Kilometers

Skill: Capital Ship Piloting; Sith DreadNaught

Crew: 40,000, Skeleton; 10,000/+15

Passengers/Troops: 20,000

Consumables: 1 Year

Cargo Capacity: 30,000 tons

Hyperdrive Multiplier: x4

Hyperdrive Backup: x10

Nav Computer: Yes

Space: 4

Hull: 8D

Shields: 2D

Sensors:

Passive: 30/0D

Scan: 50/1D

Search: 100/2D

Focus: 4/2D+2

Fighters: 72 Tie Fighters (or equivalent)

12 Tie Bomber (or equivalent)

Transports: 4

Cloaking Device : No

Weapons:

20 Laser Cannon Batteries

Fire Arc: Turret (10 front/left/right, 10 back,left,right)

Scale: Starfighter

Fire Control: 1D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

80 Turbo Laser Batteries

Scale: Capital

Fire Arc: Turret (50 front, 10 left, 10 right, 10 back)

Fire Control: 4D

Space: 3-15/36/75

Atmosphere Range: 6-30/72/150km

Damage: 5D

Description: Although the Sith DreadNaughts have been retrofitted by the Galactic Empire, they are still obviously technology from a bygone era, large lumbering vessels, which can barely stand up to more modern vessels in combat. In fact they would be phased out of use if the Galactic Sith Empire could afford to lose that many ships, until they can however these ships will remain in use, they are large powerful weapon platforms and still have some use in them yet.

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Page designed in Notepad, logo's done on Personal Paint on the Amiga.

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