

Name: Vengeance



Destroyer

Type: Telegorn Corporation Vengeance Class Destroyer

Scale: Capital

Length: 750 Meters

Skill: Capital Ship Piloting: Vengeance Destroyer

Crew: 7,205; skeleton 3,500/+15

Passengers/Troops: 2,000

Crew Skill: Capital Ship Piloting 5D+1, Capital Ship Gunnery

4D+2, Capital Ship Shields 4D+1

Consumables: 4 Years

Cargo Capacity: 6,000 Tons

Hyperdrive Multiplier: X2

Hyperdrive Backup: X15

Nav Computer: Yes

Space: 5

Maneuverability: 2D

Hull: 6D

Shields: 3D

Sensors:

Passive: 60/1D

Scan: 120/2D

Search: 180/3D

Focus: 6/4D

Fighters: 12

Transports: 6

Weapons:

26 Twin TurboLaser Cannons

Scale: Capital

Fire Arc: 6 Front, 7 Front/Right, 7 Front/Left, 6 Back

Fire Control: 3D

Space: 2-10/24/60

Atmosphere Range: 4-20/48/120km

Damage: 4D

Description: The Vengeance Class Destroyer was originally designed for Imperial use by the Telegorn Corporation, but the design was not adopted by Imperial forces who disliked the vessels lack of starfighter support and weaponry. The design was put onto the general market and sold to Imperial allied

worlds for their defence forces, although for such a large vessel it is extremely underarmed. Vengeance Destroyers are common within the core worlds, especially after the fall of the Emperor when the worlds needed to rely on their own defence forces against Rebel attacks, captured vessels however also ended in Rebel fleets and were siezed by Imperial Admirals to bolster their weakened forces. Extra weapons were added in refits, however they were usually forced into action without these upgrades making them easy targets for better equipped Rebel and Imperial vessels.

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