Starships D6 / Emperor Class Star Desti

Name: Emperor Class Star Destroyer

Type: Star Destroyer

Scale: Capital

Length: 1,600 Meters

Skill: Capital Ship Piloting: Star Destroyer Crew: 35,315, gunners 380, skeleton 5000/

+20

Passengers/Troops: 10,000

Crew Skill: Capital Ship Piloting 5D+1, Capital Ship Gunnery 4D+2, Capital Ship

Shields 4D+1

Consumables: 6 Years

Cargo Capacity: 42,000 Tons

Hyperdrive Multiplier: X1 Hyperdrive Backup: X6 Nav Computer: Yes

Space: 7

Maneuverability: 1D

Hull: 7D Shields: 4D Sensors:

> Passive: 50/1D Scan: 100/3D Search: 200/4D Focus: 6/4D+2

Cloaking Device: No

Fighters: 72 Transports: 10

Weapons:

40 Medium Laser Cannon Turrets

Scale: StarFighter

Fire Arc: 15 Front/Left, 15 Front/Right, 10 Back

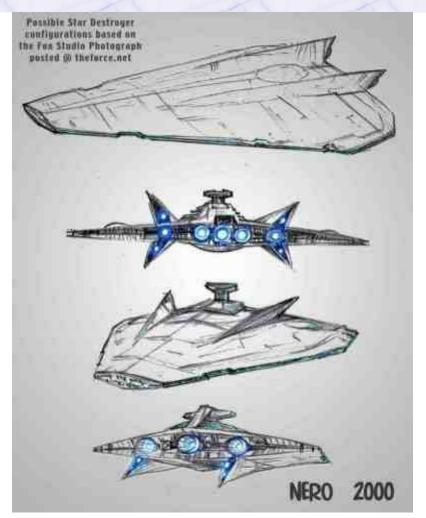
Fire Control: 3D Space: 1-5/15/30

Atmosphere Range: 100-500/1.5/3

Damage: 5D

80 TurboLaser Batteries

Scale: Capital



Fire Arc: 30 Front/Left, 30 Front/Right, 20 Back

Fire Control: 4D Space: 3-15/36/75

Atmosphere Range: 6-30/36/150km

Damage: 6D 80 Ion Cannons

Scale: Capital

Fire Arc: 30 Front/Left, 30/Front/Right, 10 Back

Fire Control: 2D+2 Space: 1-10/25/50

Atmosphere Range: 2-20/50/100km

Damage: 4D

10 Tractor beam projectors

Scale: Capital

Fire Arc: 6 Front, 2 Left, 2 Right

Fire Control: 4D Space: 1-5/15/30

Atmosphere Range: 2-10/30/60km

Damage: 8D

Description: The Emperor Class Star Destroyer is the latest evolution of the Star Destroyer type of vessel, following design concepts started with thre Victory Class, and continued through the Imperial and Imperator Classes. The Emperor Class is no longer than the Imperial Class of Star Destroyer, but is significantly wider allowing a larger number of weapons to be brought to bear on any target in front of it, this extra width also allows the vessel extra internal space which has been put to use in giving the ship a larger complement of troops and more space for equipment and cargo.

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