



Starships D6 / Fleet Service Station

Fleet Service Station

Imperial fleet operations required that each sector maintain at least two mobile stardocks or deepdocks in addition to a handful of stationary orbital docks for fleet maintenance and construction. Most of these docks tended to be modular and easily reconfigured, however, not all of them were.

The KDY Type IX stardock was one of the few non-modular stardocks used by the Imperial Navy. Also unlike other fleet deepdocks, the Type IX was not designed for construction of new starships but merely the repair and resupply of existing craft.

The Type IX was a rare sight and was only found in sectors hosting heavy fleet action. It was able to dock up to fifteen heavy cruisers, six star destroyers and numerous small vessels at a time. Even the Empire's Super Star Destroyers could be docked in numbers ranging up to four if need be.

The Type IX was a mobile battle platform, carrying extensive weaponry to fend off even the most impressive assault force - assuming anything could penetrate the full escort force assigned to all stardocks at the height of the Empire.

The resupply of starships was a critical aspect of any long-term deep space operation. Typically fleet tenders and cargo vessels would ferry out new supplies and replacement troops to the battle fleet. Unfortunately, this was not always adequate. Space battle tends to render many vessels damaged to the point where they can no longer serve their role without undergoing extensive repair at a fleet deepdock. The Type IX was able to resupply and repair these combat vessels with the utmost efficiency. If need be, the station itself could be moved into or near a combat zone - usually somewhere outside of a target star system - via space tugs. The station's escort force could also be called upon as reinforcements if the situation became dire.

The few Type IXs that the Empire had were rarely moved, simply because doing so was an incredibly difficult action. They were equipped with a nav computer and a Class Four hyperdrive motivator but relied on specially designed space tugs to move it from location to location.

New Republic Intelligence was able to catalog the existence of at least three of these mobile stardocks, confirming the destruction of one due to sabotage, eventually capturing another and completely losing track of the third.

Craft: Kuat Drive Yards' Type IX Stardock

Type: Fleet service station

Scale: Capital

Length: 3,240 meters (diameter), 4,470 meters (height)

Crew: 56,629; gunners: 810; skeleton: 15,690/+15

Crew Skill: Astrogation 4D, capital ship gunnery 4D, capital ship shields 4D+2, starship gunnery 4D

Passengers: 25,000 (troops)

Cargo Capacity: 2,000,000 metric tons

Consumables: 6 years

Cost: Not available for sale

Hyperdrive Multiplier: x4

Nav Computer: Yes

Space: 0; relies on space tugs

Hull: 11D

Shields: 5D

Sensors:

Passive: 50/1D

Scan: 125/2D

Search: 230/3D

Focus: 6/4D

Weapons:

200 Turbolaser Batteries

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

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-10/25/50

Damage: 5D

80 Quad Laser Cannons

Fire Arc: 40 dorsal turret, 40 ventral turret

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-3/12/25

Damage: 4D

125 Concussion Missile Launchers

Fire Arc: 25 front, 25 left, 25 right, 25 back, 15 dorsal, 10 ventral

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Damage: 9D

40 Tractor Beam Projectors

Fire Arc: 10 front, 10 left, 10 right, 10 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Damage: 7D

Starship Complement:

144 starfighters

72 TIE fighters

36 TIE bombers

36 TIE interceptors

10 Skipray blastboats

10 Assault gunboats

3 Gamma assault shuttles

5 Delta escort shuttles

25 Lambda shuttles

12 Stormtrooper transports

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