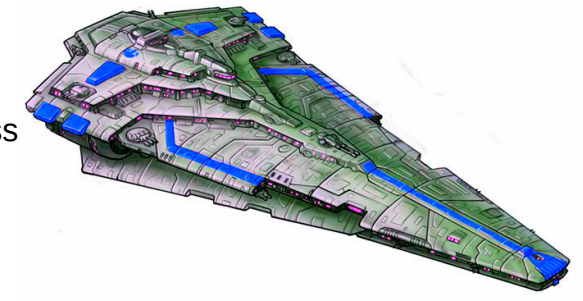
Starships D6 / Republic Engineering Corpora



NEBULA II-CLASS STAR DESTROYER

Craft: Republic Engineering Corporation Nebula II-class Star Destroyer
Type: Star Destroyer
Scale: Capital
Dimensions:
-Length: 1,040m
Skill: Capital ship piloting: Nebula-class Star destroyer
Crew: 7,110
-gunners: 304
-skeleton: 2,400/+10
Crew Skill: Astrogation 4D+2, capital ship gunnery 5D+1, capital ship piloting 5D+2, capital ship shields 4D+2, communications 4D, sensors 4D
Passengers: 1,600 (troops)
Cargo Capacity: 15,000 metric tons
Consumables: 6 months
Cost: 173,342,000 (new)
Hyperdrive: x1 (Backup: x10)
Nav Computer: Yes
Maneuverability: 1D+1
Speed:
-Space: 7
Hull: 7D+2
Defenses:
-Shields: 4D+1
Sensors:
  Passive: 55/1D
  Scan: 110/3D
  Search: 220/4D
  Focus: 7/4D+2

SHIPS:
-60 Various Starfighters/Shuttles

WEAPONS:
  40 Heavy Dual Turbolaser Batteries (of 5 cannons)
    Location: Scattered about the hull
    Fire Arc: 10 front, 10 right, 10 left, 10 rear
    Crew: 3
    Skill: Capital ship gunnery
    Scale: Capital
    Fire Control: 2D
    Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150km
Damage: 10D
Ammo: N/A
Rate of Fire: 1

40 Heavy Turbolaser Cannons
Location: Scattered about the hull
Fire Arc: 10 front, 10 right, 10 left, 10 rear
Crew: 3
Skill: Capital ship gunnery
Scale: Capital
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150km
Damage: 7D
Ammo: N/A
Rate of Fire: 1

8 Assault Concussion Missile Tubes
Location: Scattered about the hull
Fire Arc: Turrets
Crew: 2
Skill: Capital ship gunnery
Scale: Capital
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120km
Damage: 9D
Ammo: 30 missiles per tube
Rate of Fire: 1/2

20 Ion Cannons
Location: Scattered about the hull
Fire Arc: 5 front, 5 right, 5 left, 5 rear
Crew: 2
Skill: Capital ship weaponry
Scale: Capital
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100km
Damage: 4D
Ammo: N/A
Rate of Fire: 1

8 Tractor Beam Projectors
Location: Scattered about the hull
Fire Arc: 3 front, 2 right, 2 left, 1 rear
Crew: 6 (3), 2 (5)
Skill: Capital ship gunnery
Scale: Capital
Fire Control: 4D

Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60km
Damage: 7D
Ammo: N/A
Rate of Fire: 1

DESCRIPTION:

Always needing stronger ships to carry the fight to the enemy and hold their ground against overwhelming odds, the New Republic commsioned the Republic Engineering Corporation for more powerful versions of the already impressive Nebula-class Star Destroyers. As these vessels were already able to hold their own against the Imperial-class Star Destroyers.

However, against the more advanced Imperial II-class Star Destroyers, the Nebula's were having trouble. They had enough hull strength and shield power to hold out against the Imperial IIs, but they did not possess enough raw firepower to defeat them soundly in a plausible amount of time. The Imperial IIs by contrast had lesser shields than the Nebula, but not enough to immediately retreat at the site of the New Republic's finest. The Imperial IIs also had more raw firepower in their heavy turbolaser batteries, the most advanced and powerful weapon that had been developed for their class, as well as classes larger than Imperial II, such as the various Super Star Destrpyers and the Death Stars themselves.

In several of these matches, both ships would be able to keep the other occupied for extended periods of time. The Nebulas usually won such engagements, but the time the Imperial IIs could buy their forces meant much more devestation caused before their eventual retreat from the battle zone. More often than not, the Imperials would 'poison the well' if they had the chance to do so.

After reverse-engineering several models of the Empire's and Sienar Fleet System's strongest turbolasers and adapting it to work with the New Republic's quicker-firing turbolasers, a working model was constructed and mass production quickly began on the more powerful weapon systems. The power generation systems had to be greatly overhauled, modified, and outright replaced with new components, all to allow the new weapons to fire their deadly energy salvos every round, a feat that the Imerial IIs had never been able to do. All of this was finally done and did not alter the standing crew compliment of the Nebula II-class. The result: a class of ship that, when in the right hands, could bring the Imperial II-class Star Destroyers to their knees in short order.

The Nebula II-class Star Destroyers have stronger turbolaser weapons, as well as other advancements to give them as much edge as possible in their battles against the remnants of the Empire, and any other forces who would fight against the New Republic!

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