

Starships D6 / Aggressor-class Star Destroyer

Name: Aggressor-class Star Destroyer

Type: Aggressor-class Star Destroyer

Scale: Capital

Length: 1,400 Meters

Skill: Capital Ship Piloting: Star Destroyer

Crew: 37,120, skeleton 5100/+20

Passengers/Troops: 12,000

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

Consumables: 6 Years

Cargo Capacity: 38,000 Tons

Hyperdrive Multiplier: X2

Hyperdrive Backup: X8

Nav Computer: Yes

Space: 4

Maneuverability: 0D+2

Hull: 7D

Shields: 2D

Sensors:

Passive: 50/1D

Scan: 100/3D

Search: 200/4D

Focus: 6/4D+2

Fighters: 6

Transports: 2

Weapons:

Linked ion/plasma cannon

Scale: Capital

Fire Arc: Front

Fire Control: 4D

Space: 10-50/150/300

Atmosphere Range: 20-100/300/600km

Damage: 7D/8D *

2 TurboLaser Batteries

Scale: Capital



Fire Arc: 1 Left, 1 Right
Fire Control: 2D+1
Space: 3-15/36/75
Atmosphere Range: 6-30/36/150km
Damage: 5D

*: When activated the Linked Ion/Plasma Cannon fires an Ion Cannon pulse first of all, to disable enemy shields, then a Plasma Cannon shot to do destroy the target.

Description:

The Aggressor-class Star Destroyer, also known as the Aggressor-class destroyer, was one of several different warship classes utilized by Tyber Zann's faction in the Galactic Civil War.

Ships of the class were comparable in terms of size to the Galactic Empire's Imperial-class Star Destroyers and were armed with two powerful fire-linked guns fixed to the forward hull which fired a large ion pulse followed by an enormous, spiraling plasma shot. The ion shot disabled the shields so the plasma shot could do maximum damage. They were also armed with turbolaser batteries in their wings. However, once the main cannons were destroyed, the ship is nearly helpless against conventional capital ships with only one turbolaser battery on each side.

In addition, they could bombard enemy ground positions from orbit with their devastating weaponry. It was a very strong and very expensive warship.

Although the class had heavy armor, they were cumbersome in battle and needed protection from quicker capital ships and their starfighters. These ships were known to utilize their self destruct mechanism when it was required to damage the enemy in a losing battle.

The ship that would become the Aggressor-class was designed by the Galactic Empire at some point prior to the Battle of Yavin. The plans were kept onboard the first Death Star, where they were being studied, along with other new ship designs. Upon the station's destruction, the plans were safely stored in a data pod, which was located by Tyber Zann after the battle.

Zann stole the prototype vessel from the Empire and modified the plans to create his flagship, the Merciless. Other Aggressor-class destroyers built after this were based on these modified plans. They soon became part of Consortium navies and proved effective against other capital ships but vulnerable to fighters.