Starships D6 / Aggressor-class Star Destroye



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.

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