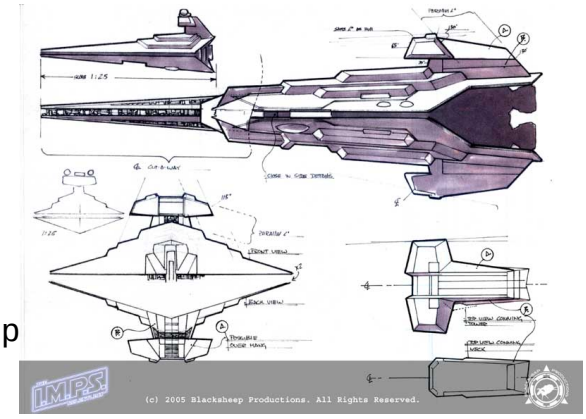
Starships D6 / KDY Revenge Class Heavy Ca



Name: Kuat Drive Yards Revenge-Class Heavy Carrier
Type: Star Destroyer
Scale: Capital
Length: 4,000 Meters
Skill: Capital Ship Piloting: Star Destroyer
Crew: 81,245, skeleton 15000/ +20
Passengers/Troops: 45,000
Crew Skill: Capital Ship Piloting 5D+1, Capital Ship Gunnery 4D+2, Capital Ship Shields 4D+1
Consumables: 18 Years
Cargo Capacity: 103,000 Tons
Hyperdrive Multiplier: X1
Hyperdrive Backup: X8
Nav Computer: Yes
Space: 5
Maneuverability: 0D
Hull: 7D
Shields: 4D
Sensors:
- Passive: 50/1D
- Scan: 100/3D
- Search: 200/4D
- Focus: 6/4D+2

Fighters: 480
Transports: 30

Weapons:
- 45 Medium Laser Cannon Turrets
  - Scale: StarFighter
  - Fire Arc: 17 Front/Left, 17 Front/Right, 11 Back
  - Fire Control: 2D
  - Space: 1-5/15/30
  - Atmosphere Range: 100-500m/1.5km/3km
  - Damage: 4D
- 90 TurboLaser Batteries
  - Scale: Capital
  - Fire Arc: 35 Front/Left, 35 Front/Right, 20 Back
  - Fire Control: 3D
  - Space: 3-15/36/75
  - Atmosphere Range: 6-30/36/150km
  - Damage: 5D
- 70 Ion Cannons
  - Scale: Capital

Fire Arc: 25 Front/Left, 250/Front/Right, 10 Back
Fire Control: 2D+1
Space: 1-10/25/50
Atmosphere Range: 2-20/50/100km
Damage: 4D

30 Tractor beam projectors
Scale: Capital
Fire Arc: 10 Front, 8 Left, 8 Right, 4 Back
Fire Control: 3D
Space: 1-5/15/30
Atmosphere Range: 2-10/30/60km
Damage: 6D

Description: The Revenge Class Heavy Carrier is a command vessel which is an evolution of the Venator Class Destroyer used in the early days of the Galactic Empire. While a power vessel in its own right, the Revenge Class is usually the centre of a fleet of Cruisers and Destroyers, used to project the Empires might where ever trouble might flare up, with masses of fighters, walkers and troops, the Revenge Class is capable of dealing with any problem which might arise. Like the earlier Venator, the Revenge class has two command towers, one used for commanding the vessel, the other for commanding its fighter squadrons and other allied vessels. However, unlike the Venator, these are not both on the upper hull of the vessel, the normal command tower is in the position expected on an imperial vessel, while the fleet operations command tower is mounted on the lower hull. The vessels fighter and transport bays are mounted around the edge of the vessel, with the main launch bay being mounted between the twin forward prongs of the ships hull, allowing vessels launching and landing (as well as the bay itself) to come under the protection of the many weapons mounted on these prongs.

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