# Starships D6 / Crimson Jacks battlecruiser



Name: Crimson Jack's battlecruiser
Model: Star Destroyer
Modified by: Crimson Jack
Scale: Capital
Length: 750 Meters
Skill: Capital Ship Piloting: Star Cruiser
Crew: 3950; skeleton 220/+15
Passengers/Troops: 1,500
Crew Skill: Capital Ship Piloting 5D+1, Capital Ship Gunnery 4D+2, Capital Ship Shields 4D+1
Consumables: 4 Years
Cargo Capacity: 4,000 Tons
Hyperdrive Multiplier: X2
Hyperdrive Backup: X16
Nav Computer: Yes
Space: 5
Maneuverability: 2D
Hull: 4D
Shields: 3D
Sensors:
- Passive: 50/1D
- Scan: 100/3D
- Search: 200/4D
- Focus: 4/4D+2

Fighters: 12 (mixture of scavenged fighters from Battle of Scariff, X-Wings, Y-Wings, Tie Fighters, Tie Bombers, etc)
Transports: 3

Weapons:
- 15 Quad Laser Cannons
  - Scale: StarFighter
  - Fire Arc: 6 Front/Left, 6 Front/Right, 3 Back
  - Fire Control: 2D
  - Space: 1-5/15/25
  - Atmosphere Range: 100-500/1.5/2.5km
  - Damage: 5D
- 25 TurboLaser Batteries
  - Scale: Capital
  - Fire Arc: 11 Front/Left, 11 Front/Right, 3 Back
  - Fire Control: 3D
  - Space: 3-15/36/75
  - Atmosphere Range: 6-30/36/150km
  - Damage: 3D

4 Ion Cannons
Scale: Capital
Fire Arc: 1 Front, 1 Front/Left, 1 Front/Right, 1 Back
Fire Control: 2D+1
Space: 1-10/25/50
Atmosphere Range: 2-20/50/100km
Damage: 4D
1 Tractor Beam Projector
Scale: Starfighter
Fire Arc: Turret
Fire Control: 4D
Space: 1-5/15/30
Atmosphere Range: 2-10/30/60km
Damage: 5D

Game Notes: An older Star Destroyer design, possibly a a one off variant, crippled during the Battle of Scariff and taken over by Crimson Jack. Refitted with help from his Hutt Allies, the vessel would have required many thousands of crew to operate normally, but Jack operated the vessel on a Skeleton Crew, moving crew between Fighter operations, flight and weapons as required. Using the vessel mainly as a mobile carrier for his fighters.
In game terms, this means that the vessel will never be able to operate all of it's systems at the same time, if it is launching fighters, then it won't be able to move on full speed, only limping along, and will only be able to fire 1 or 2 of it's weapons, one of which Jack usually makes sure is the Tractor Beam. It can fire all weapons, again at the expense of it's Speed, and fighters, or it can move freely, at expense of weapons and fighters.

Description: This former Imperial battlecruiser was in operation as a pirate vessel during the early years of the Galactic Civil War.

The ship was driven by four main engines and a possible fifth, though this center engine appeared to be covered by armor at times, and might have functioned only as an auxiliary engine for emergencies. The hull was sleeker and more rounded than the Imperial-class Star Destroyers, and the main body was much more flat, with a protruding bulb towards the dorsal front of the ship.

The ship was damaged during a battle with the Rebel Alliance, and left adrift. After the battle, it was discovered by the space pirate Crimson Jack and his gang, who proceeded to kill the remaining crew members and use the vessel as their own base of operations. They repaired and modified the ship with backing from Jabba the Hutt.

They captured the Millennium Falcon with a tractor beam, and were lured to the planet Drexel where Han Solo claimed a secret Rebel treasury would be found. This venture turned out to be a trap and a failure for Crimson Jack, as his ship was permanently damaged when his second-in-command, Jolli, betrayed him and rammed the ship's command tower with her Y-wing starfighter.

The hulk was left to drift in orbit of Drexel, where it was found by Jabba's agents some time later. They recovered data from the ship's computer that revealed Solo's involvement in its destruction. Jabba furiously reposted the bounty on Solo that had been revoked some time earlier.

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