

## Starships D6 / Krath Command Station

Name: Krath Command Station  
Scale: Capital  
Size: 3000m  
Skill: Capital Ship Piloting; Krath Command Station  
Crew: 1200  
Troops: 850  
Cargo Capacity: 100000  
Consumables: 3 Months  
Fighters: 96  
Shuttles: 24  
Hull: 5D  
Shields: 2D  
Sensors:  
    Passive: 50/1D  
    Search: 200/3D



### Weapons:

#### 12 TurboLaser Batteries

Scale: Capital  
Fire Arc: 3/3/3/3  
Crew: 4  
Fire Control: 4D  
Space: 3-15/35/75  
Damage: 4D

#### 20 Laser Point Defence Batteries

Scale: Starfighter  
Fire Arc: 5/5/5/5  
Crew: 2  
Fire Control: 2D  
Space: 1-3/12/25  
Damage: 4D

#### 8 Concussion Missiles

Scale: Capital  
Fire Arc: 2/2/2/2  
Crew: 6  
Fire Control: 2D

Space: 2-12/30/60

Damage: 6D

8 Tractor Beams

Scale: Capital

Fire Arc: 2/2/2/2

Crew: 3

Fire Control: 2D

Space: 1-5/15/30

Damage: 5D

Description: The Military Command Station was an ancient military space station in the Empress Teta system.

### *Characteristics*

The station had a command center where the commanders would direct their fighter and troop transport forces. Near the command center was a chamber where Aleema Keto focused her Force powers to create elaborate illusions in combat.

The station was capable of carrying dozens of Tetan Assault Ships and Chaos fighters.

### *History*

This command station had been built long before the Great Sith War began.

The Krath used the station in their subjugation of Koros Major and later fought the Galactic Republic and Jedi task force, using it as a command center for their defense.

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