



Starships D6 / Empire-class Star Destroyer

Empire Star Destroyer

Craft: Kuat Drive Yards' Empire-class Star Destroyer

Type: Star Destroyer

Scale: Capital

Length: 1,300 meters

Skill: Capital ship piloting: Star Destroyer

Crew: 7,573, gunners: 270, skeleton 1,300/+10

Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D

Passengers: 1,000 (troops)

Cargo Capacity: 20,000 metric tons

Consumables: 4 years

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Manuverability: 2D

Space: 6

Hull: 4D+2

Shields: 5D+2

Sensors:

Passive: 50/1D

Scan: 100/3D

Search: 200/4D

Focus: 6/4D+2

Weapons:

10 Heavy Turbolaser Batteries

Fire Arc: 2 front, 3 left, 3 right, 2 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 0D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 10D

35 Turbolaser Batteries

Fire Arc: 15 front, 10 left, 10 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

10 Heavy Ion Cannons

Fire Arc: 2 front, 3 left, 3 right, 2 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 4D+2

35 Ion Cannons

Fire Arc: Turret

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

10 Quad Laser Cannons

Fire Arc: 2 front, 3 left, 3 right, 2 back

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

5 Concussion Missile Launchers

Fire Arc: 2 front, 1 left, 1 right, 1 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

10 Tractor Beam Projectors

Fire Arc: 6 front, 2 left, 2 right

Crew: 1 (2), 4 (2), 10 (6)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

Starfighter Complement:

- 12 TIE Advanced
- 36 TIE/In
- 24 TIE Interceptors
- 24 TIE Bombers
- 8 TIE/rc
- 4 TIE/fc
- 2 Assault Shuttles
- 2 Lambda Shuttles

Special Capabilities/Notes: The Empire-class Star Destroyer was redesigned to be more effective in the deployment of starfighters, so the front was turned into another docking bay, giving it more fighters, and making them easier to deliver, this ship can deploy its fighters and attack with them in the same post.

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