

## Starships D6 / The Vermillion

Name: The Vermillion

Type: Fortress-Flagship

Scale: Capital

Skill: Capital Ship Piloting; The Vermillion

Crew: 120; 13/+10 (skeleton)

Crew Skill: Varies

Passengers: 130

Consumables: 1 Year

Cost: Unknown

Cargo Capacity: 5000 Tons

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Space: 4

Atmosphere: 255;750kmh

Maneuverability: 0D

Hull: 4D

Shields: 2D+2

Sensors:

Passive: 40/0D

Scan: 70/1D

Search: 90/2D

Focus: 2/2D+1

Weapons:

16 x Laser Cannons

Fire Arc: 4 Front, 4 Left, 4 Right, 4 Back

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

8 x TurboLaser Cannons

Fire Arc: 4 Front, 2 Left, 2 Right

Fire Control: 1D

Space Range: 1-10/30/60

Atmosphere Range: 2-20/60/120 km

Damage: 4D

4 x Ion Cannons

Fire Arc: 2 Front, 1 Left, 1 Right

Fire Control: 3D

Space Range: 1-30/45/90



Atmosphere Range: 2-60/90/180 km

Damage: 4D

2 x Tractor Beams

Fire Arc: 1 Front, 1 Back

Fire Control: 2D

Space Range: 1-5/10/20

Atmosphere Range: 2-10/20/40 km

Damage: 3D

Equipped With:

10 Hangar Bays

Description: The Vermillion was a ship used by the Crimson Dawn criminal syndicate that served as its Fortress-Flagship.[1] After the organization stole the carbonite-frozen Han Solo, he was brought to Crimson Dawn leader Lady Qi'ra on board the Vermillion. The ship landed on Jekara in the Mid Rim Territories, where Qi'ra planned to offer Solo to crime lord Jabba the Hutt as part of Crimson Dawn's planned re-emergence in the galaxy.

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