



Starships D6 / Nemesis-class Fleet Carrier

Nemesis Fleet Carrier

The Nemesis-class fleet carrier is a scaled down version of the standard Imperial Fleet Carrier which is based off of the Imperial-class Star Destroyer frame. The Nemesis is completely dedicated to carrying and maintaining more than two full wings of TIE fighters.

Ship: Kuat Drive Yards' Nemesis-class Fleet Carrier

Type: Fleet carrier

Scale: Capital

Length: 1,400 Meters

Skill: Capital Ship Piloting: Nemesis Carrier

Crew: 13,850; Gunners: 134; Skeleton: 2,000/+10

Crew Skill: Astrogation 4D, Capital Ship Piloting 5D+1, Capital Ship Shields 4D+1, Capital Ship Gunnery 4D+2, Sensors 4D

Passengers: 4,700 (troops)

Consumables: 5 years

Cargo Capacity: 40,000 metric tons

Hyperdrive Multiplier: x2

Hyperdrive Backup: x16

Nav Computer: Yes

Space: 6

Maneuverability: 1D

Hull: 6D

Shields: 2D+2

Sensors:

Passive: 50/1D

Scan: 75/2D+2

Search: 125/3D+2

Focus: 5/4D

Weapons:

50 Turbolaser Batteries

Fire Arc: 10 front, 15 left, 15 right, 10 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150km

Damage: 5D

20 Ion Cannons

Fire Arc: 5 front, 5 left, 5 right, 5 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100km

Damage: 3D

5 Concussion Missile Launchers

Fire Arc: 1 front, 2 left, 2 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

6 Tractor Beam Projectors

Fire Arc: 2 front, 2 left, 2 right

Crew: 4

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

On Board Craft:

13 starfighter squadrons, typically:

24 TIE Interceptors

72 TIE/ln

24 TIE Bombers

12 A-9 Vigilance Interceptors

8 TIE/rc

4 TIE/fc

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