

Vehicles D6 / Gemini-class Star Destroyer

Name: Model: Gemini-class Star Destroyer

Scale: Capital

Length: 1,600 Meters

Skill: Capital Ship Piloting: Imperial I-class Star Destroyer

Crew: 74,100

Crew Skill: Astrogation 4D+2, Capital Ship Piloting 5D+2,

Capital Ship Shields 4D+2, Capital Ship Gunnery 5D+2,

Sensors 4D+2

Passengers: Stormtroopers (19,400)

Cargo Capacity: 70,000 Tons

Consumables: 2 Years

Hyperdrive Multiplier: X2

Hyperdrive Backup: X8

Nav Computer: Yes

Manoeuvrability: 1D

Space: 6

Atmosphere: 325;975kmh

Hull: 7D+1

Shields: 3D+1

Sensors:

Passive: 50/1D

Scan: 100/3D

Search: 200/4D

Focus: 6/4D+2

Other systems:

HoloNet transceiver

Complement:

TIE line starfighters (144)

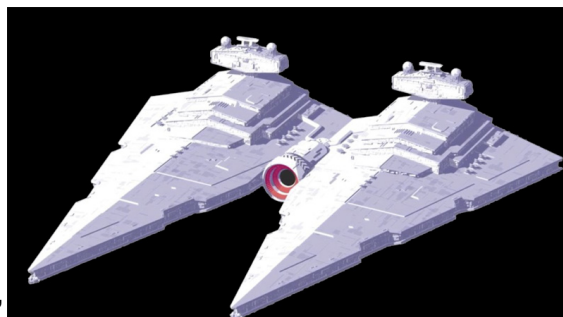
All Terrain Armored Transports (40)

All Terrain Scout Transports (60)

At least 4 Gozanti-class cruisers

Lambda-class T-4a shuttles (16)

Weapons:



Heavy turbolaser batteries (100)

Scale: Capital

Fire Arc: 70 Front, 15 Front/Left, 15 Front/Right

Skill: Capital Ship Gunnery

Fire Control: 2D

Space Range: 3-15/36/75

Atmospheric Range: 6-30/72/150 Km

Damage: 8D

Heavy turbolaser cannons (100)

Scale: Capital

Fire Arc: 60 Front, 10 Front/Left, 10 Front/Right, 20 Back

Skill: Capital Ship Gunnery

Fire Control: 1D

Space Range: 3-15/36/75

Atmospheric Range: 6-30/72/150 Km

Damage: 5D

Heavy ion cannons (40)

Scale: Capital

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1-8/16/36

Atmospheric Range: 2-16/32/72 km

Damage: 5D

Octuple barbette turbolaser (16)

Scale: Capital

Fire Arc: 1 Front/Left, 2 Left, 1 Left/Back, 1 Front/Right, 2 Right, 1 Right/Back, 6 Front, 2 Back

Skill: Capital Ship Gunnery

Fire Control: 3D

Space Range: 2-10/24/50

Atmospheric Range: 4-20/48/100 Km

Damage: 9D

Phylon 07 tractor beam projectors (20)

Scale: Capital

Fire Arc: 16 Front, 2 Left, 2 Right

Skill: Capital Ship Gunnery

Fire Control: 3D

Space Range: 1-5/15/30

Atmospheric Range: 2-10/30/60 km

Damage: 6D

Hyperspace Cannon (1)

Scale: Death Star

Fire Arc: Front

Skill: Capital Ship Gunnery: Hyperspace Cannon

Fire Control: 2D

Space Range: 10-50/150/300

Damage: Can fire only once every hour, for 8D damage.

Description: The Gemini-class Star Destroyer, also known as the Twin Star Destroyer, was a model of Star Destroyer used by the dark-side twins Karre and Am during the time of the New Republic. The ship was armed with a hyperspace cannon capable of destroying entire planets, powered by a kyber crystal.

Characteristics

The Gemini-class Star Destroyer, also known as the Twin Star Destroyer, was a class of Star Destroyer that resembled two Imperial-class Star Destroyers that were conjoined by the barrel of a superweapon, the hyperspace cannon. When fully charged, the cannon could destroy entire planets, relying on a single kyber crystal for power. The Gemini-class also had at least two hangars, multiple laser cannons, and tractor beam projectors. Inside one of the hangars, the Star Destroyer carried TIE fighters, X-wing starfighters, Eta-2 Actis-class light interceptors, RZ-1 A-wing interceptors and other vehicles. Its complement included stormtroopers and All Terrain Scout Transports.

History

A Gemini-class Star Destroyer served as the flagship of the dark side of the Force twins Lord Karre and Am during the time of the New Republic. Am was preparing to fire the ship's main weapon, but Karre stole the kyber crystal due to a Force vision he experienced in which he foresaw Am's death. After a skirmish inside the ship, the twins dueled outside on the hull of the ship, resulting in one side of the Star Destroyer being cut completely in half before Karre escaped.

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