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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