



Starships D6 / Abyss-Class Star Destroyer

Abyss Star Destroyer

The Abyss Star Destroyer was actually one of the earlier warship designs used by the Imperial Navy. Smaller and slower than the later Imperial Star Destroyer, it never became popular among the admiralty.

At the time it was developed, it was considered a step up from the older Rendili Victory-class destroyer, which, despite being a fine combat starship, was beginning to show its age. However, the Imperial Navy was not quite ready to settle into this new class of vessel, the high construction and maintenance costs just didn't seem right at the time. The decision not to hold off mass production and deployment of the Abyss proved to be wise when Kuat offered up the Imperator just a year later.

Technologically, the Abyss was indeed more advanced than the Victory star destroyer and had the capability to maintain three full starfighter squadrons, as opposed to the two that the Victory could carry.

In a ship-to-ship conflict, the Abyss was more apt to dish out continued punishment than the Victory, due highly in part to the Victory relying on its numerous missile launchers, which had only a finite amount of ammunition whereas turbolasers could continually operate under ideal conditions.

While it was never very popular, Kuat Drive Yards did produce several hundred of these vessels, most of which served the Empire in lower priority sectors once the Imperial Star Destroyers became the backbone of the fleet.

Craft: Kuat Drive Yards' Abyss-class Star Destroyer

Type: Star destroyer

Scale: Capital

Length: 1,100 meters

Skill: Capital ship piloting: Abyss Star Destroyer

Crew: 11,085, gunners: 206, skeleton 2,020/+15

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

Passengers: 4,400 (troops)

Cargo Capacity: 15,000 metric tons

Consumables: 2 years

Hyperdrive Multiplier: x2

Hyperdrive Backup: x10

Nav Computer: Yes

Manuverability: 1D

Space: 5

Hull: 4D

Shields: 2D+2

Sensors:

Passive: 60/1D

Search: 100/3D

Scan: 200/4D

Focus: 6/4D+2

Weapons:

60 Heavy Turbolasers

Fire Arc: 30 front, 10 left, 10 right, 10 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

35 Ion Cannons

Fire Arc: 15 front, 10 left, 10 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

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

6 Tractor Beam Projectors

Fire Arc: 2 front, 2 left, 2 right

Crew: 1

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

Starfighter Compliment:

24 TIE/In

12 TIE bombers

Ground/Air Compliment:

15 AT-ATs

25 AT-STs

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Ryan Matheny, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).