



# Starships D6 / Deamons Lance-class Su

## The Deamon's Lance

The Deamon's Lance was the personal flagship of Grand Admiral Raek Tenoble around the time of the return of Emperor Palpatine. Palpatine's return sparked a massive build up of Imperial warships including several warships ranging in the "Super" scale. Of these massive warships, the Emperor ordered the Eclipse-class, four Sovereign-class, and numerous Executor-class vessels, along with the Deamon's Lance to be constructed.

Motivated by the Emperor's return, work crews in Imperial shipyards across the galaxy worked non stop until each ship was constructed. The Deamon's Lance itself was not finished until sometime after Palpatine's clone was killed due to several technical and supply problems. Grand Admiral Tenoble took the Deamon's Lance and fled into the Unknown Regions, conquering several primitive worlds and becoming yet another one of the various Imperial warlords.

Craft: Kuat Drive Yards' Deamon's Lance-class Super Star Destroyer

Type: Super Star Destroyer

Scale: Capital

Length: 14,500 meters

Skill: Capital ship piloting: Super Star Destroyer

Crew: 341,000, gunners: 2,798, skeleton: 45,000/+10

Crew Skill: Astrogation 4D, capital ship gunnery 6D, capital ship piloting 6D+2, capital ship shields 5D+2, sensors 5D

Passengers: 73,728 (troops)

Cargo Capacity: 400,000 metric tons

Consumables: 7 years

Hyperdrive Multiplier: x1

Hyperdrive Backup: x6

Nav Computer: Yes

Maneuverability: 1D

Space: 4

Hull: 13D

Shields: 8D+2

Sensors:

Passive: 250/2D

Scan: 350/3D

Search: 500/4D

Focus: 70/5D

## Weapons:

### Axial Superlaser

Fire Arc: Front

Crew: 75

Scale: Death Star

Skill: Capital ship piloting: superlaser

Fire Control: 5D

Space Range: 5-25/75/150

Damage: Gradational output can fire once every minute at minimum energy (1D damage). It can amminute at minimum energy (1D damage). It can also build up a charge of 1D per minute up to 8D.

### 800 Heavy Turbolaser Batteries

Fire Arc: 300 front, 200 left, 200 right, 100 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 0D

Space Range: 5-20/40/60

Atmosphere Range: 10-20/80/120 km

Damage: 10D

### 400 Turbolaser Batteries

Fire Arc: 200 front, 100 left, 100 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

### 280 Concussion Missile Tubes

Fire Arc: 100 front, 70 left, 70 right, 40 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-5/30/60

Atmopshere Range: 4-24/60/120 km

Damage: 9D

### 40 Tractor Beam Projectors

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

Crew: 1

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 9D

### 3 Gravity Well Projectors

Fire Arc: Turret  
Crew: 1  
Skill: Capital ship gunnery  
Fire Control: 6D  
Space Range: 1-5/75/150  
Damage: Blocks hyperspace travel

Starfighter Complement:

12 TIE defenders  
48 TIE advanced  
144 TIE interceptors  
84 Scimitar assault bombers  
8 TIE/rc  
4 TIE/fc  
20 Assault gunboats  
20 Skipray blastboats

Ground/Air Vehicle Complement:

60 AT-ATs  
90 AT-STs

Other Ships:

50 Lambda shuttles  
120 stormtrooper transports

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