

## The Decimator

The Decimator-class Super Star Destroyer was made popular by Admiral Daelor Libicond in the Cle'unt system. Admiral Libicond was in the need for a new flagship and had the Decimator built in the shipyards over Ne'kaye. The ship is a modified version to the Wraith-class Star Destroyer which Libicond's commanding officer uses. The ship is 10,170 meters long, ninety percent of the size of the Wraith-class Star Destroyer. This type of Super Star Destroyer was created to eliminate the weaknesses in the Wraith-class. The Decimator carries over twenty-five starfighter squadrons, making up for its lack of size compared to the Wraith. It also carries the popular Axis Superlaser like many of the newer Super Star Destroyers. The Decimator also outdoes the Wraith carrying more Ground ships. The Decimator looks exactly like the Wraith except for its shorter length.

Craft: Kuat Drive Yards' Decimator-class Super Star Destroyer

Type: Super Star Destroyer

Scale: Capital

Length: 10,170 meters

Skill: Capital ship piloting: Super Star Destroyer

Crew: 279,000, gunners: 1,702, 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: 315,000 metric tons

Consumables: 4 years

Hyperdrive Multiplier: x2

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 1D

Space: 4

Hull: 9D+2

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.

#### 360 Heavy Turbolaser Batteries

Fire Arc: 135 front, 90 left, 90 right, 45 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

#### 180 Turbolaser Batteries

Fire Arc: 90 front, 45 left, 45 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

#### 200 Ion Cannons

Fire Arc: 65 front, 45 left, 45 right, 45 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-10/25/50

Atmosphere Range: 2-50/50/100 km

Damage: 4D

#### 125 Concussion Missile Tubes

Fire Arc: 50 front, 30 left, 30 right, 15 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

#### 20 Tractor Beam Projectors

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

#### 2 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

24 TIE Advanced

144 TIE Interceptors

72 Scimitar Assault Bombers

24 Assault Gunboats

24 Missile Boats

#### Ground/Air Vehicle Complement:

50 AT-ATs

75 AT-STs

#### Other Ships:

35 Lambda Shuttles

100 Stormtrooper Transports

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