

## Starships D6 / KDY Eradicator Class Star

Name: Eradicator Star Destroyer  
Type: Kuat Drive Yards Eradicator Class Star  
Destroyer

Scale: Capital

Length: 3,500 Meters

Skill: Capital Ship Piloting: Star Destroyer

Crew: 73,620; skeleton 10,000/ +20

Passengers/Troops: 19,400

Crew Skill: Capital Ship Piloting 5D+1,  
Capital Ship Gunnery 4D+2, Capital Ship  
Shields 4D+1

Consumables: 6 Years

Cargo Capacity: 72,000 Tons

Hyperdrive Multiplier: X2

Hyperdrive Backup: X6

Nav Computer: Yes

Space: 7

Maneuverability: 0D+2

Hull: 8D

Shields: 4D

Sensors:

Passive: 50/1D

Scan: 100/3D

Search: 200/4D

Focus: 6/4D+2

Cloaking Device : No

Fighters: 144

Transports: 20

Weapons:

180 TurboLaser Batteries

Scale: Capital

Fire Arc: 60 Front, 60 Left, 60 Right

Fire Control: 4D

Space: 3-15/36/75

Atmosphere Range: 6-30/36/150km



Damage: 6D

60 Ion Cannons

Scale: Capital

Fire Arc: 20 Front, 15 Left, 15 Right, 10 Back

Fire Control: 2D+2

Space: 1-10/25/50

Atmosphere Range: 2-20/50/100km

Damage: 4D

10 Tractor beam projectors

Scale: Capital

Fire Arc: 6 Front, 2 Left, 2 Right

Fire Control: 4D

Space: 1-5/15/30

Atmosphere Range: 2-10/30/60km

Damage: 8D

Description: The Eradicator Class Star Destroyer was a smaller replacement for the Super Class Star Destroyers introduced after the Battle of Endor once the Empire could no longer provide the resources for the massive command vessels. The Eradicator is still a huge vessel over twice the size of a standard Imperial Class Star Destroyer, with 3 times the number of Turbo Lasers, 2 times the docking facilities and fighter capability, and producing 4 times as much power. This power is mainly used to move and supply this huge vessel, but does also give the ship more powerful shielding as well. Eradicators were produced in small numbers with as few as 20 being ever completed, and although never as terrifying as Super Class Destroyers, they managed to swing the scales of power back towards the Empire by a significant amount, but were eventually crippled by the costs in both cash and manpower that they required to operate, meaning that they were reduced to guard vessels for key Imperial systems.

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