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/ln
- 12 TIE bombers

Ground/Air Compliment:
- 15 AT-ATs
- 25 AT-STs

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