



## Starships D6 / Enslaver-class Star Des

### Enslaver Star Destroyer

The Enslaver-class Heavy Star Destroyer was an attempt to make use of the superlaser technology that had been revolutionized in the doomed Tyrant-class Battleships. While successful in its mission, the Enslaver-class has proven to be too expensive to be a one for one replacement for the Imperial class Star Destroyers. The Enslavers cost almost three times as much as the Imperial-class Star Destroyers which have proven equally successful even without the superlaser technology.

The Enslavers will be reserved as command ships for low ranking members of the Admiralty or for exceptional commanders of lesser rank. These ships in addition to being the planned replacement for the Imperial Star Destroyers were meant to further inspire fear and ensure the loyalty of members systems of the Empire.

Against planetary targets even hardened defense bunkers can be obliterated with single blasts from the Enslavers main cannon. Overall these ships, while expensive will most likely serve as a model for the eventual successor to the Imperial-class Star Destroyers.

Craft: Kuat Drive Yards' Enslaver-class Star Destroyer

Type: Heavy Star Destroyer

Scale: Capital

Length: 1,750 meters

Skill: Capital ship piloting: Star Destroyer

Crew: 40,562, gunners: 473, skeleton 5,500/+20

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

Passengers: 10,000 (troops)

Cargo Capacity: 31,500 metric tons

Consumables: 6 years

Hyperdrive Multiplier: x2

Hyperdrive Backup: x10

Nav Computer: Yes

Manuverability: 1D

Space: 8

Hull: 6D

Shields: 5D

Sensors:

Passive: 50/1D

Scan: 100/3D+2

Search: 200/4D+1

Focus: 6/5D

Weapons:

Axial Superlaser

Scale: Death Star

Fire Arc: Front

Crew: 95

Skill: Capital Ship Gunnery; Superlaser

Fire Control: 2D

Fire Rate: 1/10

Space Range: 1-20/40/100

Damage: 2D

66 Heavy Turbolaser Cannons

Fire Arc: 26 front, 15 left, 15 right, 10 back

Crew: 3

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

60 Ion Cannons

Fire Arc: 20 front, 15 left, 15 right, 10 back

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

10 Tractor Beam Projectors

Fire Arc: 6 front, 2 left, 2 right

Crew: 4

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

Starfighter Complement:

12 TIE Advanced  
48 TIE Interceptors  
12 TIE Bombers  
8 TIE/rc  
4 TIE/fc

Ground/Air Complement:

25 AT-ATs  
35 AT-STs

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