Starships D6 / Enslaver-class Star Destroyer

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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