Starships D6 / Super Star Destroyer (revised)

Super Star Destroyer (revised)

(see http://WWW.Physics.USyd.Edu.AU:80/~saxton/starwars/ssd.html)

The super star destroyer was a blatant show-off of the Imperial war machine that was meant to boost overall Imperial morale while utterly terrifying the Alliance. The first vessel of this class, the Executor, was completed not long after the Battle of Yavin and was the first of four Executor-class vessels to enter into Imperial service before the Imperial victory at Hoth.

The Executor was put under the direct command of Lord Darth Vader and was used as his flagship as he searched out the Rebels. The Executor was involved in several key engagements during the height of the Rebellion that included the Battle of Hoth and a skirmish over Coruscant during which Black Sun vessels were engaged with an Alliance fighter squadron.

The Executor was later deployed at Endor to guard the Death Star II during its final phases of construction. The mere sight of the Executor and another Death Star was supposed to be enough to deter any and all Rebel attacks as no force would stand the slightest chance against the Empire's most powerful weapons.

Unfortunately for the Empire, and especially for the crew of the Executor, Alliance A-Wings were able to exploit a design defect, leaving the bridge of the Executor completely unshielded long enough for a doomed A-Wing to crash into the main bridge and send the ship crashing into the surface of the Death Star II.

The bridge deflector defect was fixed in almost every other SSD in service within months of the Executor's demise by adding a third bridge generator that is out of the line of fire, keeping the bridge superstructure shielded even if the two main generators have been destroyed. A second defect exposed after the destruction of the Executor's bridge was also fixed. This defect was the centralization of controls on the SSD bridge (frantic engineering crews on the Executor tried to regain control of the vessel from remote terminals but were unable to do so before the ship collided with the Death Star).

Perhaps the most interesting tid-bit relating to the SSD is the official length of the vessel. In an interesting and controversial move, Imperial Navy Command released a public announcement after the completion of the Executor that said, "the Executor-class battleship is five times the length of a standard Imperial-class Star Destroyer." This release was accurate and inaccurate at the same time. The release was correct in that it was more

than five times the size of a standard ISD but it also gave the impression that is was only five times the length of an ISD. The Alliance generally accepted it to be approximately eight kilometers in length for a short period until actually encountering a SSD, sensor reports clearly showed the real length but the Alliance High Command kept it quiet as to not frighten their own soldiers.

By the time that Grand Admiral Thrawn came to power, the Empire had no more SSDs under its immediate command as many were destroyed by the Alliance/New Republic before that point (including the Executor, Terror, Vengeance and Iron Fist). Most were in the hands of various warlords that refused to align with Thrawn for any number of reasons. The Intimidator (the first SSD to have the bridge shield refits) was captured by an alien uprising at N'zoth and was renamed the Pride of the Yevetha and served as a key centerpiece during the Black Fleet Crisis some fourteen years after the Battle of Endor. Other notable SSDs include the SSD Night Hammer (later renamed the Knight Hammer by Admiral Daala), the SSD Reaper (flagship of Grand Moff Tarkin's Scourge Squadron, later commanded by Grand Moff Ardus Kaine), the SSD Guardian (the flagship of Fleet Admiral Gaen Drommel), the SSD Aggressor, the SSD Lusankya and the SSD Razor Kiss.

Craft: Kuat Drive Yards' Executor-class Super Star Destroyer
Type: Super star destroyer
Scale: Capital
Length: 17,600 meters
Skill: Capital ship piloting: Super Star Destroyer
Crew: 279,144, gunners: 1,590, skeleton: 50,000/+10
Crew Skill: Astrogation 4D, capital ship gunnery 6D, capital ship piloting 6D+2, capital ship sheilds 5D+2, sensors 5D
Passengers: 38,000 (troops)
Cargo Capacity: 250,000 metric tons
Consumables: 6 years
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Space: 4
Hull: 10D
Shields: 8D
Sensors:
- Passive: 75/1D+2
- Scan: 150/3D+2
- Search: 300/5D
- Focus: 8/6D+2

Weapons:
250 Turbolaser Batteries
- Fire Arc: 125 front/left, 125 front/right
- Crew: 1 (100), 2 (150)
- Skill: Capital ship gunnery
- Fire Control: 1D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km

Damage: 7D
250 Heavy Turbolaser Batteries
Fire Arc: 100 front/left, 100 front/right, 50 back
Crew: 2
Skill: Capital ship gunnery
Space Range: 5-20/40/60
Atmosphere Range: 10-20/80/120 km
Damage: 10D
250 Concussion Missile Tubes
Fire Arc: 100 front/left, 100 front/right, 50 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
250 Ion Cannons
Fire Arc: 100 front/left, 100 front/right, 50 back
Crew: 1 (100), 2 (150)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-50/50/100 km
Damage: 4D
40 Tractor Beam Projectors
Fire Arc: 20 front, 10 left, 10 right
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 9D

Starfighter Complement:
Pre-Thrawn Empire:
96 TIE/ln Fighters
24 TIE Interceptors
24 TIE Bombers
Post-Thrawn Empire:
60 TIE/ln Fighters
48 TIE Interceptors
24 Scimitar Assault Bombers
24 TIE Advanced Fighters
12 TIE Bombers

Ground/Air Vehicle Complement:
25 AT-ATs
50 AT-STs
3 prefabricated garrison bases

Designer Notes: I went ahead and adjusted the length from the completely

inaccurate 8,000 meters listed in the Imperial Sourcebook as well as fixed the fire arcs that the wedge-shaped design should provide the vessel.

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