Starships D6 / Decimator-class Super Star De

The Decimator

The Decimator-class Super Star Destroyer was made popular by Admiral Daelor Libicond in the Cle'unt system. Admiral Libicond was in the need for a new flagship and had the Decimator built in the shipyards over Ne'kaye. The ship is a modified version to the Wraith-class Star Destroyer which Libicond's commanding officer uses. The ship is 10,170 meters long, ninety percent of the size of the Wraith-class Star Destroyer. This type of Super Star Destroyer was created to eliminate the weaknesses in the Wraith-class. The Decimator carries over twenty-five starfighter squadrons, making up for its lack of size compared to the Wraith. It also carries the popular Axis Superlaser like many of the newer Super Star Destroyers. The Decimator also outdoes the Wraith carrying more Ground ships. The Decimator looks exactly like the Wraith except for its shorter length.

Craft: Kuat Drive Yards' Decimator-class Super Star Destroyer
Type: Super Star Destroyer
Scale: Capital
Length: 10,170 meters
Skill: Capital ship piloting: Super Star Destroyer
Crew: 279,000, gunners: 1,702, skeleton: 45,000/+10
Crew Skill: Astrogation 4D, capital ship gunnery 6D, capital ship piloting 6D+2, capital ship sheilds 5D+2, sensors 5D
Passengers: 73,728 (troops)
Cargo Capacity: 315,000 metric tons
Consumables: 4 years
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 9D+2
Shields: 8D+2
Sensors:
- Passive: 250/2D
- Scan: 350/3D
- Search: 500/4D
- Focus: 70/5D

Weapons:
Axial Superlaser
- Fire Arc: Front
- Crew: 75
- Scale: Death Star
- Skill: Capital ship piloting: superlaser

Fire Control: 5D
Space Range: 5-25/75/150
Damage: Gradational output can fire once every minute at minimum energy (1D damage). It can aminute at minimum energy (1D damage). It can also build up a charge of 1D per minute up to 8D.

360 Heavy Turbolaser Batteries
Fire Arc: 135 front, 90 left, 90 right, 45 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 0D
Space Range: 5-20/40/60
Atmosphere Range: 10-20/80/120 km
Damage: 10D

180 Turbolaser Batteries
Fire Arc: 90 front, 45 left, 45 right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D

200 Ion Cannons
Fire Arc: 65 front, 45 left, 45 right, 45 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-50/50/100 km
Damage: 4D

125 Concussion Missile Tubes
Fire Arc: 50 front, 30 left, 30 right, 15 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

20 Tractor Beam Projectors
Fire Arc: 5 front, 5 left, 5 right, 5 back
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 9D

2 Gravity Well Projectors
Fire Arc: Turret
Crew: 1
Skill: Capital ship gunnery
Fire Control: 6D
Space Range: 1-5/75/150

Damage: Blocks hyperspace travel

Starfighter Complement:
- 12 TIE Defenders
- 24 TIE Advanced
- 144 TIE Interceptors
- 72 Scimitar Assault Bombers
- 24 Assault Gunboats
- 24 Missile Boats

Ground/Air Vehicle Complement:
- 50 AT-ATs
- 75 AT-STs

Other Ships:
- 35 Lambda Shuttles
- 100 Stormtrooper Transports

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