Starships D6 / Eternal Super Star Destroyer

Eternal Super Star Destroyer

The invasion of the Yuuzhan Vong sounded the death knell of the "Imperial"-class Star Destroyer. It also signalled an end to the superiority of the "Super"-class Star Destroyer. Bastion's R&D specialists quickly produced it's capable replacement, the "Eternal".

The "Eternal" is strictly a redesign of the "Super" as the Empire no longer has the resources to produce a new design of this size and only enough production capacity to build one of these massive ships. Its appearance is a "Super" with four gravity well domes on the rear of the hull and no bridge tower.

Craft: Kuat Drive Yards' Eternal Super Star Destroyer
Type: Star Destroyer
Scale: Capital
Length: 8,000m
Skill: Capital Ship Piloting: Super Star Destroyer
Crew: 254,907 gunners: skeleton: 50,000/+10
Crew Skill: Astrogation 4D, Capital Ship Gunnery 6D, Capital Ship Piloting 6D+2, Capital Ship Shields 5D+2, Sensors 5D
Passengers: 38,000 (troops)
Cargo Capacity: 250,000 metric tons
Consumables: 6 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 10D
Shields: 8D (the "Eternal" has 8D of backup shields)
Sensors:
- Passive: 75/1D+2
- Scan: 150/3D+2
- Search: 300/5D
- Focus: 8/6D+2

Weapons:
250 Heavy Turbolaser Batteries
- Fire Arc: 100 front, 50 left, 50 right, 50 back
- Crew: 2
- Skill: Capital Ship Gunnery
- Fire Control: 0D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150km

Damage: 10D
250 Turbolaser Cannons
Fire Arc: 100 front, 75 left, 75 right
Crew: 1(100), 2(150)
Skill: Capital Ship Gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150km
Damage: 7D
250 Dual Mode Cannons*
Fire Arc: 100 front, 50 left, 50 right, 50 back
Crew: 1(100), 2(150)
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: Laser: 3-15/35/75
Ion: 1-10/25/50
Atmosphere Range: Laser: 6-30/70/150km
Ion: 2-20/50/100km
Damage: Laser: 5D
Ion: 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: 2-10/30/60km
Damage: 9D
250 Concussion Missile Tubes
Fire Arc: 50 front, 75 left, 75 right, 50 back
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 5D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120km
Damage: 9D
4 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
Carried Vessels:
96 TIE/ln (or later fighters)
24 TIE Bomber
24 TIE Interceptor

*=Dual Mode Cannons can switch between laser or ion blasts. 2 turns preparation and a Very Easy Starship Repair roll are neccessary to switch. Performance differences for each mode are noted in the stats. A hit on the

gun mount effects both modes of fire.

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