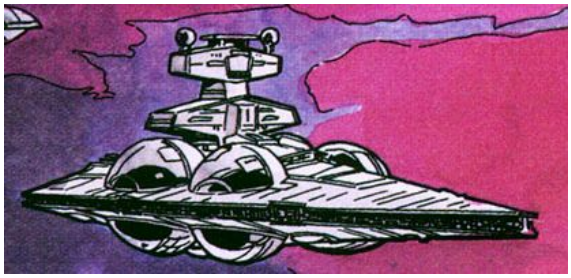
Starships D6 / KDY Dominator-class Star Des



Dominator-class Star Destroyer
Class: KDY Dominator-class Star Destroyer
Type: Interdictor star destroyer
Scale: Capital
Length: 1,600 Meters
Skill: Capital Ship Piloting: Star Destroyer
Crew: 34,810, gunners: 275; skeleton: 5,000 (+20)
Passengers: 5,000 troops
Crew Skill: Astrogation 5D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D
Consumables: 4 Years
Cargo Capacity: 18,000 Tons
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Space: 6
Maneuverability: 1D
Hull: 6D+1
Shields: 2D
Sensors:
- Passive: 50/1D
- Scan: 100/3D
- Search: 200/4D
- Focus: 6/4D+2

Fighters: 3 squadrons
Transports: 3 Lambda-class shuttles

Weapons:

40 Turbolaser Batteries
Fire Arcs: 16 front, 12 left, 12 right
Crew: 1 (20), 2 (20)
Fire Control: 4D
Space Range: 3-15/36/75
Damage: 5D
40 Ion Cannons
Fire Arcs: 10 front, 10 left, 10 right, 10 aft
Crew: 1 (10), 2 (20), 4 (10)
Fire Control: 2D+2
Space Range: 1-10/25/50
Damage: 3D
4 Gravity Well Projectors
Crew: 12 per projector

Fire Control: 6D
Space Range: 1-5/75/150 Space Units
Damage: Blocks hyperspace travel
8 Tractor Beam Projects
Fire Arcs: 4 forward, 2 left, 2 right
Crew: 1 (2), 4 (2), 6 (4)
Fire Control: 4D
Space Range: 1-5/15/30
Damage: 6D

Description: After the Clone Wars ended, the Imperial Navy phased out the use of pulse mass generators and gravity mines as a means of hyperspace interdiction for starship-mounted gravity well projectors. While the former provide more versatile tactical options during traditional naval engagements, the Fleet found itself tasked more and more with police actions and hunting pirates. To this end, advances in gravity well generator technology reduced their size to the point of fitting multiple units on ships-of-the-line smaller than large cruisers.

Sienar's Immobilizer Interdictor Frigate was the first warship adopted by the Empire to meet its new needs for hyperspace interdiction. However, design flaws became apparent once it entered regular service. Woefully under-armed, any serious interdiction duties required the Immobilizer to be paired with a more powerful warship, losing much of the strategic significance of having a gravity well generator equipped combat ship.

The Dominator-class Star Destroyer was Kuat Drive Yard's answer to this market opportunity. The Dominator Star Destroyer combined the Immobilizer's interdiction capabilities with much of the firepower of the Imperator. While the gravity well generators left the Dominator with weakened defenses compared to its parent design, the interdictor destroyers still proved well-equipped for the interdiction and picket duties it was assigned.

The Dominator quickly became the principle interdiction vessel in the Core and Colonies region and was a common sight in the Imperial Fleet. By the Battle of Hoth, Kuat Drive Yards produced one Dominator Star Destroyer for every 15 Imperators.

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