



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/In (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 necessary 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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All text and stats by Matthew Kubinec, HTML and logos done by FreddyB

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