

The battle of exegol is dumb...



Info derived from:

Wookieepedia

<https://www.forbes.com/sites/quora/2016/01/25/how-much-would-it-realistically-cost-to-build-an-imperial-i-class-star-destroyer/?sh=6bb68fae390d>

<https://www.lovemoney.com/gallerylist/112489/the-worlds-total-wealth-and-how-its-divided-up#:~:text=The%20total%20net%20wealth%20of,subtracted%20liabilities%20such%20as%20debt.>

<https://www.quora.com/How-much-would-one-credit-be-worth-in-the-Star-Wars-Universe-if-it-could-be-exchanged-for-US-Dollars>

https://www.youtube.com/watch?v=6a3dggHrtiQ&ab_channel=Vito

<https://screenrant.com/star-wars-palpatine-ships-sith-fleet-exegol-rise-skywalker/>

Exegol

Exegol was a dark, barren, and rocky planet with desert flats. Its dry conditions, combined with the rubbing of dust particles in its atmosphere, created enormous static discharges that appeared as lightning strikes from the planet surface. The desolate world was covered with enormous fissures that reached deep into its crust.

Exegol's nearby space was littered with the remains of megafauna, resulting in the formation of a cloud of red gas and stardust forming around the world, which posed a navigation barrier.

The battle of Exegol

The Sith Eternal was a secret Sith cult based on the dark desert planet of Exegol that followed the Sith religion, preserving it after the destruction of the final two Sith Lords, Galactic Emperor Darth Sidious and Darth Vader.

- 1 [Dark Lord of the Sith](#)^[1]
 - [Darth Sidious](#)^[1]
- 1 [navigation tower](#)^[1]
- Final Order (~1,080 ships)^[5]
 - Several [AAL-2100/9.5 atmospheric assault landers](#)^[1]
 - Many [TIE/dg starfighters](#)^[1]
 - 1,080^[5] [Xyston-class Star Destroyers](#)^[1]
 - [Derriphan](#)^[14]
 - [Sutta](#)^[1]
 - 1 [Resurgent-class Star Destroyer](#)^[1]
 - [Steadfast](#)^[1]
 - [Stormtroopers](#)^[1]
 - [Sith troopers](#)^[1]
 - [ST-I4191](#)^[6]
 - [Sith Jetpack Troopers](#)^[1]
 - [ST-A1215](#)^[6]
- [Sovereign Protectors](#)^[1]
- Knights of Ren^[1]
 - [Ap'lek](#)^[6]^[1]
 - [Cardo](#)^[6]^[1]
 - [Kuruk](#)^[6]^[1]
 - [Trudgen](#)^[6]^[1]
 - [Ushar](#)^[6]^[1]
 - [Vicrul](#)^[6]^[1]

LETS LOOK AT THE MONEY

Xyston-class Star Destroyer

- Length: 2406 meters
 - 1609.34 meters in a mile so 1.495 miles long
- Height 682 meters (~200 story building)
- Weight estimate:
 - standard Imperial I-class star destroyer weight: 4.44 billion kilograms or 4,894,262 tons - FORBES
 - Assume the xyston-class is 20% larger
 - **Weight = 5,873,114 tons**
 - **Size: 63.36 million cubic meters**

Comparison:

- Gerald R. Ford–class aircraft carrier commissioned in 2017
- Built by Newport News, a division of Huntington Ingalls Industries
 - About 1.188 million cubic meters
 - \$13 Billion
 - 5 to 6 years to build
 - Approx 5000 people to build

The xyston class star destroyer is 53.33 times larger than the Gerald R. Ford so...

We can estimate the base cost of a xyston-class star destroyer to be: **\$693B**

There were a total of 1080 of the xyston class star destroyers on Exegol. This equates to **\$748.44T**

This does not include any of the tie fighters which there are 72 per ship for a total of 77,760 tie fighters

According to Quora, 1 credit in SW is about \$4usd. According to the SWRPG, a tie fighter is 60k credits new which is \$240,000 USD.

All of the tie fighters add an additional \$18.662B to the total.

Fleet total = \$748.5T

As of June 22nd 2021 according to a new report from Boston Consulting Group (BCG) the total financial wealth of the earth is \$250T. If you include all wealth that total comes out to be **\$431T**

Earth population = 7.753 billion

\$/person = \$55,591

Population required for the star destroyers: 13.4B

LETS TALK CREW

The xyston star destroyer has a typical complement of 29,585. Multiply this out to get a total enlisted crew of 31,951,800 service members just to man the destroyers.

Lets talk manufacturing

Star Wars: Darth Vader #11 by Greg Pak, Raffaele Ienco, Neeraj Menon, and VC's Joe Caramagna

1080 ships built in ~30 years that means 36 built each year. If they take 5 years each to build then you really only have 6 build cycles so 180 would need to be built each cycle.

Assuming 5000 personnel needed to build each, you would need a constant manufacturing force of 900,000 workers for just the star destroyers.