Starships D20 / Abyss-Class Star Destroyer

Abyss Star Destroyer

The Abyss Star Destroyer was actually one of the earlier warship designs used by the Imperial Navy. Smaller and slower than the later Imperial Star Destroyer, it never became popular among the admiralty.

At the time it was developed, it was considered a step up from the older Rendili Victory-class destroyer, which, despite being a fine combat starship, was beginning to show its age. However, the Imperial Navy was not quite ready to settle into this new class of vessel, the high construction and maintenance costs just didn't seem right at the time. The decision not to hold off mass production and deployment of the Abyss proved to be wise when Kuat offered up the Imperator just a year later.

Technologically, the Abyss was indeed more advanced than the Victory star destroyer and had the capability to maintain three full starfighter squadrons, as opposed to the two that the Victory could carry.

In a ship-to-ship conflict, the Abyss was more apt to dish out continued punishment than the Victory, due highly in part to the Victory relying on its numerous missile launchers, which had only a finite amount of ammunition whereas turbolasers could continually operate under ideal conditions.

While it was never very popular, Kuat Drive Yards did produce several hundred of these vessels, most of which served the Empire in lower priority sectors once the Imperial Star Destroyers became the backbone of the fleet.

Craft: Kuat Drive Yards' Abyss-class Star Destroyer
Class: Capital
Cost: Not available for sale
Size: Colossal (1,100 meters long)
Crew: Minimum 2,020, maximum 11,085 (normal +2)
Passengers: 4,400 (troops)
Cargo Capacity: 15,000 metric tons
Consumables: 2 years
Hyperdrive: x2 (backup x10)
Maximum Speed: Cruising
Defense: 12 (-8 size, +14 armor)
Shield Points: 260
Hull Points: 400
DR: 25

Weapon: Heavy Turbolasers (60)
Fire Arc: 30 front, 10 left, 10 right, 10 back
Attack Bonus: +4 (-8 size, +2 crew, +8 fire control)

Damage: 5d10x5
Range Modifiers: PB -6, S -4, M -2, L +0

Weapon: Ion Cannons (35)
Fire Arc: 15 front, 10 left, 10 right
Attack Bonus: +3 (-8 size, +2 crew, +6 fire control)
Damage: Special
Range Modifiers: PB -6, S -4, M -2, L n/a

Weapon: Concussion Missile Launchers (5)
Fire Arc: 2 front, 1 left, 1 right, 1 back
Attack Bonus: +10 (-8 size, +2 crew, +4 fire control)
Damage: 9d10x2
Range Modifiers: PB -2, S +0, M/L n/a

Weapon: Tractor Beam Projectors (6)
Fire Arc: 2 front, 2 left, 2 right
Attack Bonus: +2 (-8 size, +2 crew, +8 fire control)
Damage: Special
Range Modifiers: PB -6, S -4, M/L n/a

Starfighter Compliment:
- 24 TIE/ln
- 12 TIE bombers

Ground/Air Compliment:
- 15 AT-ATs
- 25 AT-STs

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