Starships D6 / Kuat Drive Yards Imperial III St

Imperial III Star Destroyer

The first operational Imperial III Star Destroyers were presented to the Emperor approximately six months prior to the Battle of Endor. The result of years worth of research and development by Kuat Drive Yards, the ISD3 was supposed to put modern Imperial warships more on par with the Rebel's Mon Calamari star cruisers and their extensive backup shielding. While the Imperial III didn't carry the backup shielding of the Mon Calamari cruisers, it did boast more firepower, strengthened shields, reinforced armor and a number of additional combat support craft.

Kuat Drive Yards intended to incorporate a few classic design elements from older warships into the Imperial III, mainly an enlarged hangar and vehicle storage area in order to adequately carry more combat vehicles and vessels. Doing so would not only lowers the need for escorting starships but also would make it more apt to conduct planetary assaults without the support of other Star Destroyers or carriers. In order to make room for these extra ships and vehicles, designers removed a lot of the internal barracks and crew quarters and relocated them elsewhere - most commonly by adding an extra bunk in other existing quarters. However, additional automation and droid crewers also reduced the overall crew numbers and made the move easier.

The Imperial III Star Destroyers were intended to serve as in multiple combat roles ranging from full planetary assault to pitched deep space combat, thus eliminating the need for specialized ISD variants such as those modified for planetary assault or as fleet carriers.

Several of the Imperial IIIs within the Imperial Fleet were present at the Battle of Endor, one of which was destroyed, another two taking moderate to heavy damage while the remaining retreated from the scene upon the Death Star's destruction. The few that were actually constructed at this point in time would remain the only ones to ever be built. The shipyards of Kuat haulted construction upon word of the Emperor's death and those ISD3s remaining would eventually be pitted against each other in the hands of feuding warlords.

Craft: Kuat Drive Yards' Imperial III Star Destroyer
Type: Star destroyer
Scale: Capital
Length: 1,728 meters
Skill: Capital ship piloting: Star destroyer
Crew: 29,743; gunners: 360; skeleton: 6,430/+15
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship

piloting 5D+1, capital ship shields 4D+1, sensors 4D
Passengers: 11,200 (troops)
Cargo Capacity: 35,000 metric tons
Consumables: 6 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Hull: 7D+2
Shields: 4D
Sensors:
- Passive: 50/1D+2
- Scan: 100/3D
- Search: 200/4D
- Focus: 6/4D+1

Weapons:
50 Heavy Turbolaser Batteries
- Fire Arc: 20 front, 15 left, 15 right
- Crew: 1 (20), 2 (30)
- Skill: Capital ship gunnery
- Fire Control: 0D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 10D

45 Heavy Turbolaser Cannons
- Fire Arc: 15 front, 10 left, 10 right, 10 back
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 1D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 7D

25 Ion Cannons
- Fire Arc: 13 front, 5 left, 5 right, 2 back
- Crew: 1 (15), 2 (10)
- Skill: Capital ship gunnery
- Fire Control: 4D
- Space Range: 1-10/25/50
- Atmosphere Range: 2-20/50/100 km
- Damage: 4D

20 Concussion Missile Launchers
- Fire Arc: 5 front, 5 left, 5 right, 5 back
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 2D+2
- Space Range: 2-12/30/60
- Atmosphere Range: 4-24/60/120 km
- Damage: 9D

10 Tractor Beam Projectors
- Fire Arc: 6 front, 2 left, 2 right

Crew: 1 (2), 4 (2), 10 (6)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D

Starship Complement:
84 starfighters:
48 TIE/ln starfighters
24 TIE interceptors
12 TIE bombers
4 Skipray blastboats
6 Assault gunboats
6 Lambda shuttles
12 MT/191 dropships
6 landing barges
4 Sentinel landing ships
2 DX-9 stormtrooper transports
2 Delta escort shuttles
2 Gamma assault shuttles

Ground/Air Complement:
1 prefabricated garrison
40 AT-ATs
60 AT-STs
50 Imperial repulsortanks (assorted 1-L, 1-M and 1-H variants)
40 CAVs

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