Starships D20 / Kuat Drive Yards Imperial III S

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
Class: Capital
Cost: Not available for sale
Size: Colossal (1,728 meters long)
Crew: Minimum 6,430, maximum 29,743 (normal +2)
Passengers: 11,200 (troops)

Cargo Capacity: 35,000 metric tons
Consumables: 6 years
Hyperdrive: x1 (backup x8)
Maximum Speed: Cruising
Defense: 16 (-8 size, +12 armor)
Shield Points: 400
Hull Points: 760
DR: 30

Weapon: Heavy Turbolaser Batteries (50)
Fire Arc: 20 front, 15 left, 15 right
Attack Bonus: +2 (-8 size, +2 crew, +0 fire control)
Damage: 10d10x5
Range Modifiers: PB -6, S -4, M -2, L n/a

Weapon: Heavy Turbolaser Cannons (45)
Fire Arc: 15 front, 10 left, 10 right, 10 back
Attack Bonus: +5 (-8 size, +2 crew, +2 fire control)
Damage: 7d10x5
Range Modifiers: PB -6, S -4, M -2, L +0

Weapon: Ion Cannons (25)
Fire Arc: 13 front, 5 left, 5 right, 2 back
Attack Bonus: +3 (-8 size, +2 crew, +8 fire control)
Damage: Special
Range Modifiers: PB -6, S -4, M -2, L n/a

Weapon: Concussion Missile Launchers (20)
Fire Arc: 5 front, 5 left, 5 right, 5 back
Attack Bonus: +12 (-8 size, +2 crew, +6 fire control)
Damage: 9d10x2
Range Modifiers: PB -2, S +0, M/L n/a

Weapon: Tractor Beam Projectors (10)
Fire Arc: 6 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

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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