



# Starships D6 / Imperial Star Destroyer

Imperial Star Destroyer (revised)

Craft: Kuat Drive Yards' Emperor I Star Destroyer

Type: Star destroyer

Scale: Capital

Length: 1,600 meters

Skill: Capital ship piloting: Star Destroyer

Crew: 36,810, gunners: 275, skeleton 5,000/+20

Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D

Passengers: 9,700 (troops)

Cargo Capacity: 36,000 metric tons

Consumables: 6 years

Hyperdrive Multiplier: x2

Hyperdrive Backup: x8

Nav Computer: Yes

Manuverability: 1D

Space: 6

Hull: 7D

Shields: 3D

Sensors:

Passive: 50/1D

Scan: 100/3D

Search: 200/4D

Focus: 6/4D+2

Weapons:

60 Turbolaser Batteries

Fire Arc: 30 front/left, 30 front/right

Crew: 1 (20), 2 (40)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

60 Ion Cannons

Fire Arc: 20 front, 15 left, 15 right, 10 back

Crew: 1 (15), 2 (45)

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

#### 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:

72 TIE fighters

Pre-Hoth:

48 TIE/ln

12 TIE interceptors

12 TIE bombers (or TIE/gt)

Pre-Endor:

36 TIE/ln

24 TIE interceptors

12 TIE bombers

Thrawn Era:

24 TIE/ln

24 TIE interceptors

12 Scimitar assault bombers (or TIE bombers)

Dark Empire:

12 A-9 Vigilance interceptors

12 SHD-66 shadow droids

12 TIE/ln

12 TIE interceptors

12 Scimitar assault bombers (or TIE bombers)

8 Lambda-class shuttles

15 stormtrooper transports

5 Alpha-class assault gunboats

variable number of Skipray blastboats and Gamma-class assault shuttles

#### Ground/Air Complement:

20 AT-ATs

30 AT-STs

12 landing craft, drop ships and walker landing barges

### Designer Notes:

Star destroyers were given their wedge shape for one reason, so that maximum firepower could be brought to bear on a single target. This wedge shape enables the ISD to fire all of its turbolasers in the forward arc, and half of them in either side arc. The older WEG stats did not take this into consideration, taking a massive advantage of the ISD away from it. The ion cannons emplacements are typically on the superstructure below the main bridge, which is not wedge shaped and they do not carry the same bonuses.

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