Starships D6 / Imperial Star Destroyer (revise

Imperial Star Destroyer (revised)

Craft: Kuat Drive Yards' Imperator 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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