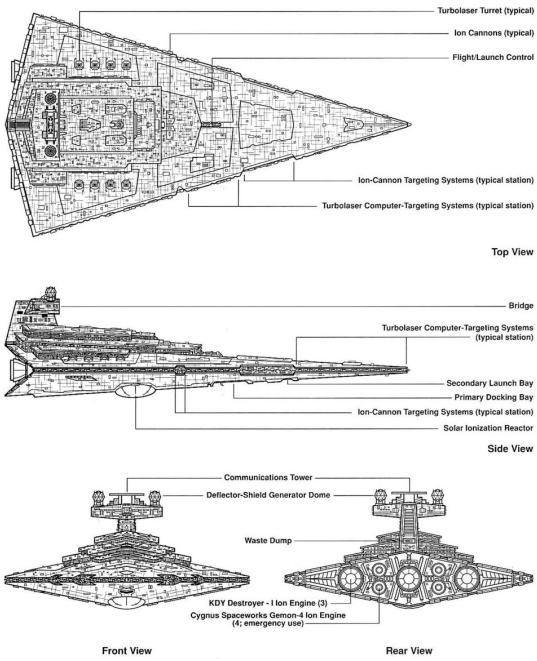
Starships D6 / Kuat Drive Yards Imperial II-cla



Name: Kuat Drive Yards Imperial II-class Star Destroyer
Scale: Capital
Length: 1,600 Meters
Skill: Capital Ship Piloting: Imperial I-class Star Destroyer
Crew: 37,050; Officers (9,200), Enlisted crew (27,850)
Crew Skill: Astrogation 4D+2, Capital Ship Piloting 5D+2, Capital Ship Shields 4D+2, Capital Ship Gunnery 5D+2, Sensors 4D+2
Passengers: Stormtroopers (9,700)
Cargo Capacity: 36,000 Tons
Consumables: 2 Years
Cost: Not available for sale, Likely to be valued at 150,000,000 credits
Hyperdrive Multiplier: X2
Hyperdrive Backup: X8
Nav Computer: Yes
Manoeuvrability: 1D
Space: 6
Atmosphere: 325;975kmh
Hull: 7D+1
Shields: 3D+1
Sensors:
- Passive: 50/1D
- Scan: 100/3D
- Search: 200/4D
- Focus: 6/4D+2



Other systems:
- HoloNet transceiver

Complement:
- TIE line starfighters (72), usually:
  - TIE/ln space superiority starfighters (48)
  - TIE/sa bombers (12)
  - TIE/IN interceptors (12)
- All Terrain Armored Transports (20)
- All Terrain Scout Transports (30)
- At least 2 Gozanti-class cruisers
- Lambda-class T-4a shuttles (8)

Weapons:
- Heavy turbolaser batteries (50)
  - Scale: Capital
  - Fire Arc: 20 Front, 15 Front/Left, 15 Front/Right

Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 3-15/36/75
Atmospheric Range: 6-30/72/150 Km
Damage: 8D

Heavy turbolaser cannons (50)
Scale: Capital
Fire Arc: 20 Front, 10 Front/Left, 10 Front/Right, 10 Back
Skill: Capital Ship Gunnery
Fire Control: 1D
Space Range: 3-15/36/75
Atmospheric Range: 6-30/72/150 Km
Damage: 5D

Heavy ion cannons (20)
Scale: Capital
Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-8/16/36
Atmospheric Range: 2-16/32/72 km
Damage: 5D

Octuple barbette turbolaser (8)
Scale: Capital
Fire Arc: 1 Front/Left, 2 Left, 1 Left/Back, 1 Front/Right, 2 Right, 1 Right/Back
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 2-10/24/50
Atmospheric Range: 4-20/48/100 Km
Damage: 9D

Phylon 07 tractor beam projectors (10)
Scale: Capital
Fire Arc: 6 Front, 2 Left, 2 Right
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmospheric Range: 2-10/30/60 km
Damage: 6D

Description: The Imperial II-class Star Destroyer, also known as an Impstar-Deuce, was a Star Destroyer model manufactured by Kuat Drive Yards for use by the Imperial Navy. Part of the Imperial-class line, the class served as successor to the Imperial I-class Star Destroyer. Armed with a plethora of weapons, including turbolasers and ion cannons, the 1,600-meter-long capital ship could be used to subjugate a planet or serve as a command ship for other vessels.

Following the death of Emperor Palpatine in 4 ABY, the Imperial II-class Star Destroyer Torment was dispatched to Naboo as part of Operation: Cinder, an order from the late Emperor to destroy Imperial planets with satellites. However, the attack was thwarted by the Rebel Alliance and the Torment was destroyed before it could withdraw.

Later in the Contingency, in 5 ABY, many Imperial IIs took part in the Battle of Jakku against the New Republic, although the Star Destroyers fled from the battle. They were later destroyed by the

Sovereign Latitudes of Maracavanya's Executor-class Star Dreadnought Liberty's Misrule.

Characteristics

General characteristics

Part of the Imperial-class Star Destroyer line, the Imperial II-class Star Destroyer was a capital ship model built by Kuat Drive Yards for the Imperial Navy to replace the Imperial I-class Star Destroyer. Like its predecessor, the Imperial II-class measured 1,600 meters in length, was painted a light shade of gray, was wedge-shaped and had a raised bridge tower. However, it featured a communications tower between its two deflector shield generator domes, whereas standard ships of the Imperial I-class had a tractor beam targeting array in the same location. Imperial II-class Star Destroyers were powered by a solar ionization reactor located on the ventral hull.

Internal defenses were installed within the ship, consisting of stormtrooper helmet-sized exhaust ports built into at least one spacious room that emmitted fire capable of incapacitating armored troops. Near the meridian trenches at the side of the Star Destroyer located at least one airlock, and the vessel also contained at least one trash compactor connected with passageways large enough to transport stormtroopers into the waste facility.

Propulsion

Ships of the class were propelled by three KDY Destroyer-I ion engines, and they also had four backup Cygnus Spaceworks Gemon-4 ion engines. This allowed for speeds of 60 MGLT in realspace and 975 kilometers per hour in an atmosphere. A hyperdrive was also equipped, allowing the ships to travel in hyperspace.

Weapons systems and complement

Like all Imperial-class vessels, Imperial II-class Star Destroyers were armed with sixty turbolaser batteries, sixty heavy ion cannon emplacements, and ten tractor beam projectors. The ships carried with them seventy-two TIE line starfighters, eight Lambda-class T-4a shuttles, twenty All Terrain Armored Transports and thirty All Terrain Scout Transports, the latter two of which were transported to planetary surfaces by at least two Gozanti-class cruisers. All these vessels were stored in the ships' two large hangar bays, which were located side by side in the anterior wall of an indentation in the ventral hull.

9,700 stormtroopers crewed the Star Destroyer, along with various other Imperial Military personnel such as TIE fighter pilots and Imperial officers. MSE-6 series repair droids were also present in the ship's corridors. Two years worth of consumables were kept on the vessels to maintain the crew.

Bridge

Organized almost identically to that of the Imperial I-class, the Imperial II-class had a command bridge with a central command walkway and two data pits where Imperial officers operated their console stations, which were arranged perpendicular to the central walkway. The pits acted as a separator between the bridge technicians and their higher-ups, giving an illustration of the chain of command within the ship.

These pits had an entrance each in the same direction as with the upper doorway. The human-sized frames led to corridors of the same level, through which a scomp link socket that interacted with the starship's computer systems responsible for internal defense, airlock-, and waste collection-management was installed at an astromech droid-height.

Role

An Imperial II-class Star Destroyer was capable of commanding an assault on an entire planet,

which could include controlling smaller siege vessels or using its large carrying capacity to deliver a surface assault force. The ship could also form part of a fleet.

History

Early history

By 5 BBY, Kuat Drive Yards had started manufacturing the Imperial II-class Star Destroyer after the run of the Imperial I-class ended with the Devastator, a ship which would go on to become the flagship of Darth Vader, Imperial enforcer and Sith apprentice to Emperor Palpatine. Some Imperial Is, including the Devastator, were upgraded to feature bridges with communication towers, like Imperial IIs.

In or before 0 BBY, at least four Imperial II-class Star Destroyers were amongst roughly twenty ships in an Imperial Navy fleet above the planet Scarif, home of the Death Star battle station.

The Torment's attack

Seventeen days after the Battle of Endor in 4 ABY, which had seen the Rebel Alliance defeat the Galactic Empire with the death of Emperor Palpatine, and subsequent retreat of remaining Imperial forces, the Imperial II-class Star Destroyer Torment was visited by a messenger droid. The droid delivered a posthumous message from the Emperor, ordering the ship's captain, Lerr Duvat, to scour the planet Naboo using weather-altering satellites, as part of the Contingency's Operation: Cinder, an Imperial plan to ensure both the Empire and its enemies would fall following the Emperor's death.

Assisted by Lieutenant Gulin, Duvat immediately set course for Naboo. Upon the Torment's arrival at the planet, he deployed the satellites in order to create massive storms across Naboo. However, a group of N-1 starfighters from Naboo, piloted by the rebels Shara Bey, Leia Organa and Sosha Soruna, attacked the satellites. In retaliation, the Star Destroyer's complement of TIE fighters was deployed to engage the attackers.

Just as the three starfighters were about to be destroyed by the TIEs, the Rebel Alliance arrived with the MC80 Star Cruiser Restoration and many starfighters including Danger Squadron, a squadron of X-wing starfighters led by Rebel veteran Shriv Suurgav and Imperial defectors Iden Version and Del Meeko of Inferno squad. Together with the Naboo starfighters, they destroyed the remainder of the satellites and the Torment, despite an attempt by the Star Destroyer to withdraw. Before its destruction, however, the Torment managed to deploy part of its planetary assault force, which briefly attacked Naboo's capital of Theed before being neutralized by an ion pulse from the Theed Royal Palace, and then captured.

Eleodie Maracavanya's find

In 5 ABY, three Imperial II-class Star Destroyers were part of the Imperial Navy, which fought in the Battle of Jakku against the New Republic, the Rebel Alliance's successor state. However, the Star Destroyers fled from Jakku, and after jumping out of hyperspeed in Wild Space, their captains attempted to seek solace with a small fleet of ships led by the Executor-class Star Dreadnought Liberty's Misrule, which they thought was another Imperial remnant.

However, the fleet was actually under the command of pirate Eleodie Maracavanya of the Sovereign Latitudes of Maracavanya. Maracavanya deduced that the ships had come from Jakku, and ordered the destruction of the vessels, much to the surprise of crew member Carklin Ryoon. Maracavanya then elaborated on the decision to the Liberty's Misrule's crew, citing that the New Republic could grant the group some legitimacy if they destroyed the vessels, as it was likely they would appreciate the cleanup following their battle. All vessels then opened fire on the three Star

Destroyers, with Maracavanya believing they stood no chance of survival.

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