Starships D6 / Imperial IV Star Destroyer

Imperial IV Star Destroyer

The Imperial IV Star Destroyer was in reality what Kuat had intended to be the Imperial III, but design problems set it behind schedule by several months and only a pair of operational prototypes were ever produced.

The ISD4 was to be the end of the Rebel Alliance according to the chief design engineer on the project. Boasting a very similar back-up shield array like the one found on a Mon Calamari star cruiser, it would be able to take the same punishment while dishing out a staggering amount of firepower.

Being slightly shorter than the ISD3, the ISD4 boasts a frame more similar to the original Imperial Star Destroyer. With the older frame, the hangar space on the Imperial IV was limited to that found on the original ISD making it inferior to the ISD3 in this aspect. However, an advanced sublight engine array gives the ISD4 incredible speed at the expense of overall maneuverability.

The bridge superstructure is greatly resembles that of a Victory Star Destroyer, rather than an Imperial Star Destroyer, with the extended command and crew area housing additional scanning and tactical equipment as well as a luxurious yet militant briefing room complete with a massive holoprojector.

The Imperial IV Star Destroyer was intended to take the role of a command vessel in task forces and fleets of lower priority where the larger Super Star Destroyers weren't yet available. The pair that were presented to the Emperor only four months after the Imperial IIIs were presented to him were to later find their way back into the Emperor's service upon his return in a clone body some six years later. As for their location during these six years, no one seems to know.

Craft: Kuat Drive Yards' Imperial IV Star Destroyer
Type: Star destroyer
Scale: Capital
Length: 1,600 meters
Skill: Capital ship piloting: Star destroyer
Crew: 22,413; gunners: 340; skeleton: 6,300/+15
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D
Passengers: 10,000 (troops)
Cargo Capacity: 40,000 metric tons
Consumables: 7 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x48

Nav Computer: Yes
Maneuverability: 1D+2
Space: 8
Hull: 8D
Shields: 4D *
* The ISD4 has 8D of back-up shields. When a die of shield is lost, if the shield operators can make an Easy capital ship shields total, one of the back-up die codes of shields can be brought up to increase the shield back to 4D.
Sensors:
    Passive: 50/1D
    Scan: 100/3D+2
    Search: 200/4D+1
    Focus: 6/5D
Weapons:
50 Heavy Turbolaser Batteries
    Fire Arc: 15 front, 15 left, 15 right, 5 back
    Crew: 2
    Skill: Capital ship gunnery
    Fire Control: 1D
    Space Range: 5-20/40/60
    Atmosphere Range: 10-20/80/120 km
    Damage: 10D
25 Quad Turbolaser Batteries
    Fire Arc: 10 front, 5 left, 5 right, 5 back
    Crew: 3
    Skill: Capital ship gunnery
    Fire Control: 1D
    Space Range: 3-15/36/75
    Atmosphere Range: 6-15/72/150 km
    Damage: 8D
15 Double Laser Cannons
    Fire Arc: 3 front, 5 left, 5 right, 2 back
    Crew: 1
    Skill: Capital ship gunnery
    Scale: Starfighter
    Fire Control: 3D
    Space Range: 3-15/35/75
    Atmosphere Range: 6-30/70/150 km
    Damage: 4D
40 Ion Cannons
    Fire Arc: 10 front, 15 left, 15 right, 10 back
    Crew: 2
    Skill: Capital ship gunnery
    Fire Control: 3D
    Space Range: 1-10/25/50
    Atmosphere Range: 2-20/50/100 km
    Damage: 4D+2
25 Concussion Missile Launchers
    Fire Arc: 10 front, 5 left, 5 right, 5 back
    Crew: 2

Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 200-1.2/3/6 km
Damage: 9D

10 Tractor Beam Projectors
Fire Arc: 6 front, 2 left, 2 right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D+2

Starship Complement:
72 starfighters:
12 TIE Defenders
24 TIE/ln starfighters
24 TIE interceptors
12 TIE bombers
2 Skipray blastboats
6 Lambda shuttles
8 MT/191 dropships
4 landing barges
2 Sentinel landing ships
2 DX-9 stormtrooper transports
1 Delta escort shuttle
1 Gamma assault shuttle

Ground/Air Complement:
1 prefabricated garrison
20 AT-ATs
30 AT-STs

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