Starships D20 / 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
Class: Capital
Cost: Not available for sale
Size: Colossal (1,600 meters long)
Crew: Minimum 6,300, maximum 22,413 (normal +2)
Passengers: 10,000 (troops)
Cargo Capacity: 40,000 metric tons
Consumables: 7 years
Hyperdrive: x1 (backup x48)
Maximum Speed: Cruising
Defense: 17 (-8 size, +12 armor)
Shield Points: 400 *
Hull Points: 800

DR: 32

* Back-up shield generators restore shield point at double the normal rate per minute.

Weapon: Heavy Turbolaser Batteries (50)
Fire Arc: 15 front, 15 left, 15 right, 5 back
Attack Bonus: +2 (-8 size, +2 crew, +2 fire control)
Damage: 10d10x5
Range Modifiers: PB -6, S -4, M -2, L n/a

Weapon: Quad Turbolaser Batteries (25)
Fire Arc: 15 front, 10 left, 10 right, 10 back
Attack Bonus: +3 (-8 size, +2 crew, +2 fire control)
Damage: 8d10x5
Range Modifiers: PB -6, S -4, M -2, L +0

Weapon: Double Laser Cannons (15)
Fire Arc: 3 front, 5 left, 5 right, 2 back
Attack Bonus: +4 (-8 size, +2 crew, +6 fire control)
Damage: 4d10x2
Range Modifiers: PB -4, S -2, M/L n/a

Weapon: Ion Cannons (40)
Fire Arc: 10 front, 15 left, 15 right, 10 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 (25)
Fire Arc: 10 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:
- 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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