



# Starships D20 / Imperial IV Star Destroy

## 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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