



Imperial Class Star Destroyer

SPECS

Class: Enormous Unit
In Service: --
Point Value: 2750
Ramming Factor: 920
Hyper Cost: 24 Power

MANEUVERING

Turn Cost: 3 x Speed
Turn Delay: 3 x Speed
Accel/Decel Cost: 10 Thrust
Pivot Cost: N/A
Roll Cost: 5+5 Thrust

COMBAT STATS

Fwd/Aft Defense: 19
Stb/Port Defense: 21
Engine Efficiency: 5/1
Extra Power: 0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	3	6	9	12	15	18	21	24	27	30	33	36
Turn Delay	3	6	9	12	15	18	21	24	27	30	33	36

WEAPON DATA

Ion Cannon

Class: Ion
Mode: Standard
Damage: 4/+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/-2
Interception Rating: n/a
Rate of Fire: 1 per turn

Turbolaser Turret

Class: Laser
Mode: Standard
Damage: 1d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/+1
Interception Rating: -1
Rate of Fire: 1 per turn

FORWARD HITS

1-3: Retro Thrust
4-7: Turbolaser
8-9: Ion Cannon
10: Hangar
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-8: Turbolaser
9-10: Ion Cannon
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Ion Cannon
9-10: Shield Generators
11: CinC
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-11: Primary Struct
12-13: Sensors
14-15: Engine
16-18: Hangar
19: Reactor
20: Hyperdrive

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

72 Fighters
24 Support Craft

