



# Imperial II Class Star Destroyer

## SPECS

Class: Enormous Unit  
In Service: --  
Point Value: 3000  
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: +2  
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

### Heavy Turbolaser

Class: Laser  
Mode: Standard  
Damage: 2d10+5  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+1/+0  
Interception Rating: -1  
Rate of Fire: 1 per turn

## FORWARD HITS

1-3: Retro Thrust  
4-7: Turbolaser  
8-9: Heavy Turbolaser  
10: Ion Cannon  
11: Hangar  
12-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-7: Turbolaser  
8-9: Heavy Turbolaser  
10: Ion Cannon  
11-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Turbolaser  
9-18: 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  
26 Support Craft

