

Victory II Class Star Destroyer

SPECS

Class: Capital Ship
In Service: --
Point Value: 1125
Ramming Factor: 330
Hyper Cost: 24 Power

MANEUVERING

Turn Cost: 2 x Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

WEAPON DATA

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

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

Quad Laser

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

FORWARD HITS

1-3: Retro Thrust
4: Hangar
5-7: Twin Turbolaser
8-9: Quad Laser
10-11: Heavy Turbolaser
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Ion Cannon
7: Quad Laser
8-9: Heavy Turbolaser
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Twin TurboLaser
8-9: Shield Generator
10-11: Quad Laser
12-18: Aft Struct
19-20: C-in-C

PRIMARY HITS

1-9: Primary Struct
10-12: Hyperdrive
13-14: Sensors
15-16: Engine
17-18: Hangar
19-20: Reactor

SENSOR DATA

Defensive EW

Target #1

Target #2

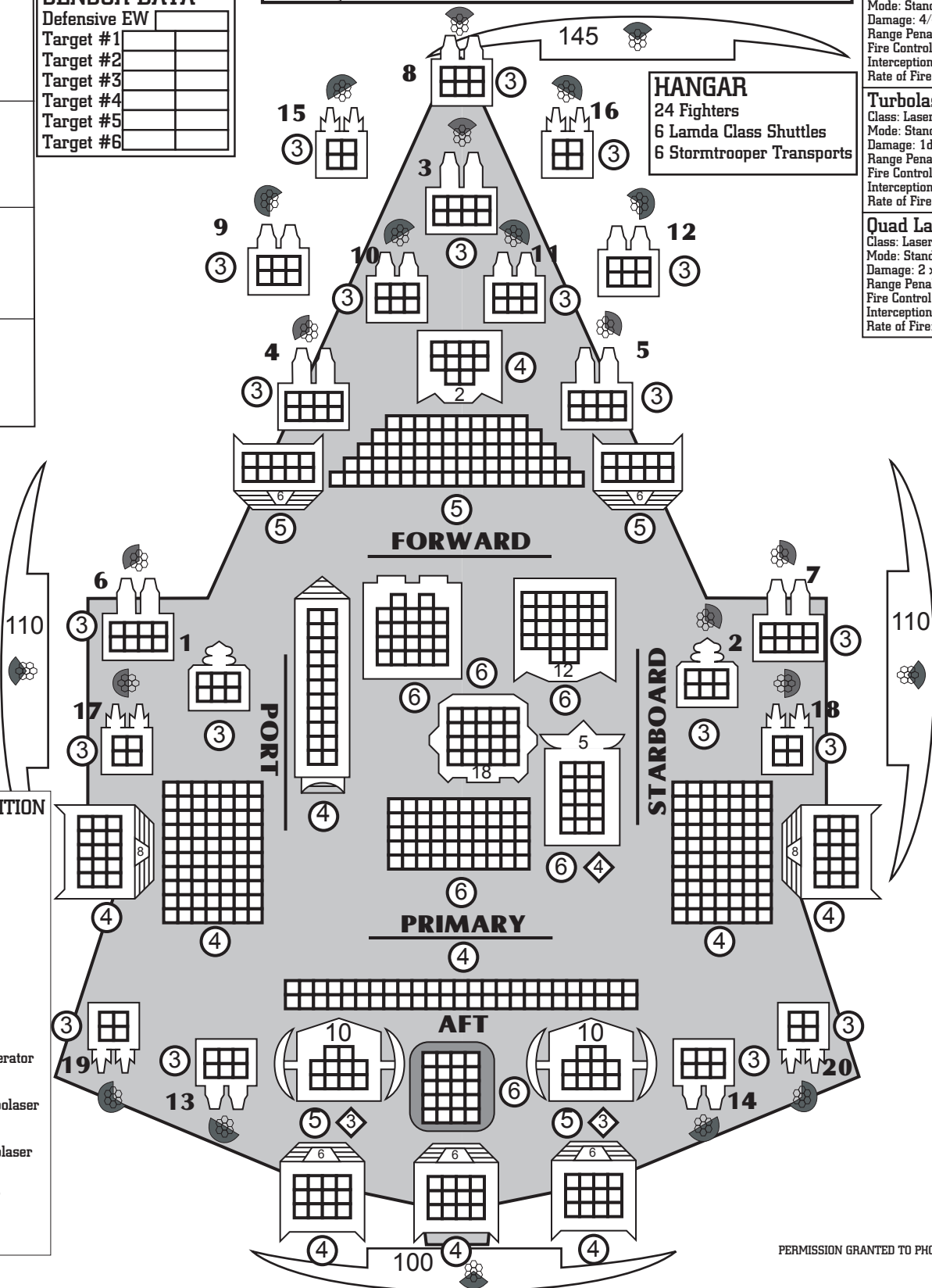
Target #3

Target #4

Target #5

Target #6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Heavy Turbolaser
- Twin Turbolaser
- Quad Laser
- Ion Cannon