

Name:

Counter:

# COLONIAL BASE STAR DESTROYER

### SPECS

Class: Capital Ship  
 In Service: 1981  
 Point Value: 900  
 Ramming Factor: 530  
 Jump Delay: 24 Turns

### MANEUVERING

Turn Cost: 1x Speed  
 Turn Delay: 1x Speed  
 Accel/Decel Cost: 4 Thrust  
 Pivot Cost: 4+4 Thrust  
 Roll Cost: 3+3 Thrust

### COMBAT STATS

Fwd/Aft Defense: 14  
 Stb/Port Defense: 15  
 Engine Efficiency: 4/1  
 Extra Power: 0  
 Initiative Bonus: +1

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22

### WEAPON DATA

**Mega-Pulsar** 5  
 Class: Laser  
 Mode: Raking  
 Damage: 5d10+25  
 Range Penalty: -1 per 3 Hexes  
 Fire Control: +5/+3/-  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 5 turns

**Solenite Missile** 0  
 Class: Ballistic  
 Mode: Flash  
 Damage: 60 (-1/hex)  
 Range Penalty: None  
 Fire Control: +5/+3/-  
 Intercept Rating: n/a  
 Rate of Fire: 1 per turn

**Shield** 4  
 Subtract Shield Factor  
 from incoming damage.

**Turbolaser Battery** 1  
 Class: Laser  
 Mode: Standard  
 Number of Guns: 2 (Linked)  
 Damage: 1d10+2  
 Range Penalty: -2 per hex  
 Fire Control: +3/+4/+5  
 Intercept Rating: n/a  
 Rate of Fire: 1 per turn

**Medium Pulsar Laser** 2  
 Class: Laser  
 Mode: Standard  
 Damage: 3d10+6  
 Range Penalty: -1 per 2 Hexes  
 Fire Control: +3/+1/-2  
 Rate of Fire: 1 per 3 turns  
 Special: Can fire at  
 accelerated ROF for less  
 damage as shown below:  
 1 per turn: 1d10+2  
 1 per 2 turns: 2d10+4

**FORWARD HITS**  
 1-3: Retro Thrust  
 4-6: Mega-Pulsar  
 7-8: Solenite Missile  
 9: Med Pulsar Laser  
 10-11: Turbolaser  
 12-18: Forward Struct  
 19-20: Primary Hit

**SIDE HITS**  
 1-5: Port / Stb Thrust  
 6-8: Mega-Pulsar  
 9-10: Med Pulsar Laser  
 11-18: Port / Stb Struct  
 19-20: Primary Hit

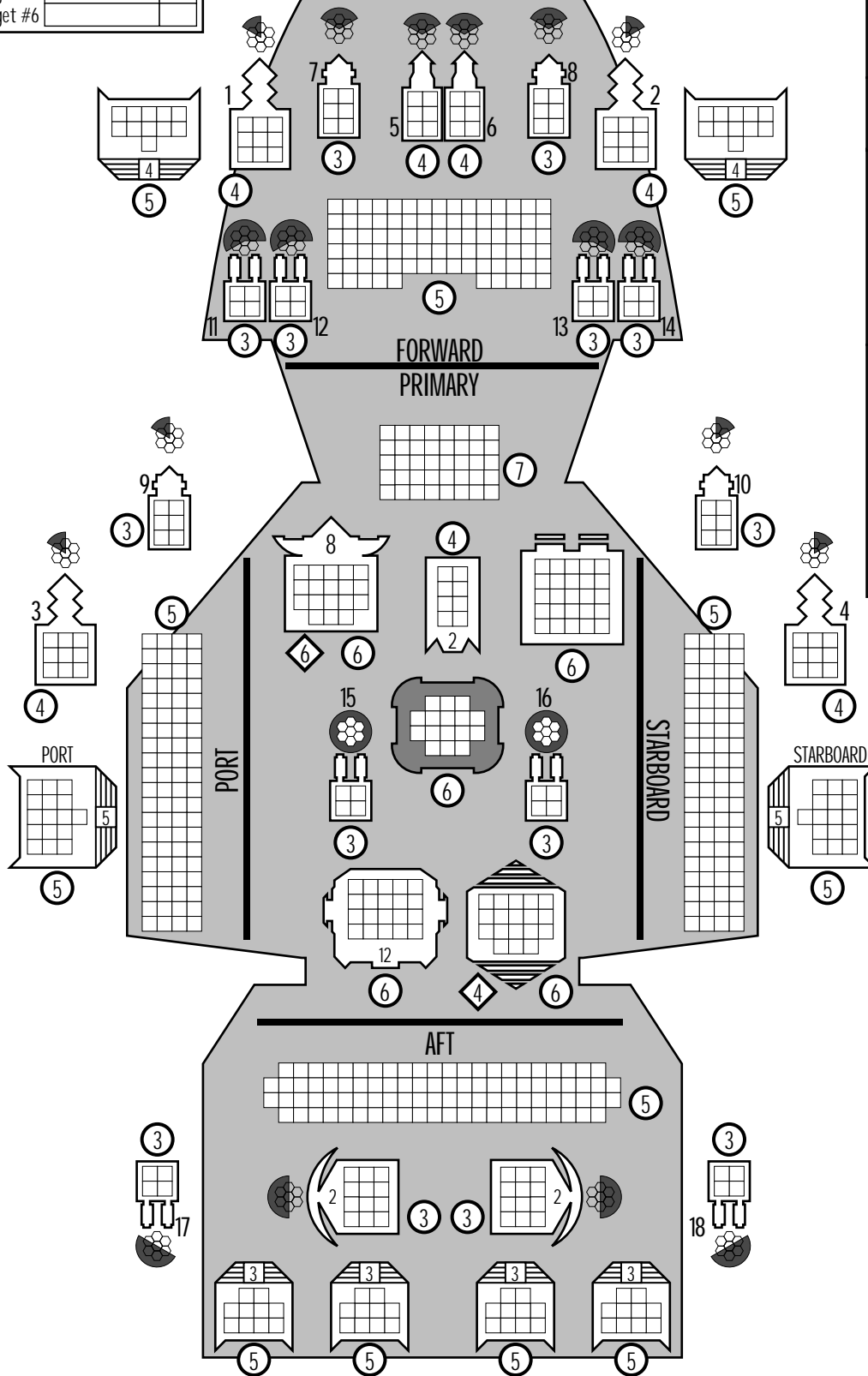
**AFT HITS**  
 1-6: Main Thrust  
 7-8: Shield  
 9-10: Turbolaser  
 11-18: Aft Struct  
 19-20: Primary Hit

**PRIMARY HITS**  
 1-8: Primary Struct  
 9-10: Turbolaser  
 11-12: Sensors  
 13-14: Engine  
 15-16: Jump Drive  
 17: Hangar  
 18-19: Reactor  
 20: C&C

**SENSOR DATA**

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



**ICON RECOGNITION**

- C&C
- Sensors
- Reactor
- Engine
- Hangar
- Jump Engine
- Thrustor
- Mega-Pulsar
- Turbolaser
- Solenite Missile
- Shield
- Med Pulsar Laser

**MISSILES**

Rack #5

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Rack #6

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**HANGAR**

6 Fighters  
 2 Shuttles: Thrust: 4  
 Armor: 1 Defense: 10/12
