

INITIATIVE

SPEED

Name:

Counter:

IMPERIAL STAR DESTROYER

SPECS

Class: Capital Ship
 In Service: A Long Time Ago
 Point Value: 1600
 Ramming Factor: 60
 Jump Delay: 18 Turns

MANEUVERING

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


COMBAT STATS


Fwd/Aft Defense: 16
 Stb/Port Defense: 18
 Engine Efficiency: 4/1
 Extra Power: 0
 Initiative Bonus: 0


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


WEAPON DATA


Deflector Shield 
 Subtract Shield Factor from incoming chances to hit and damage.

Heavy Double-Quad Turret 
 Class: Laser
 Mode: Pulse
 Damage: 3d10+5 1d5 times
 Maximum Pulses: 8
 Grouping Range: +1 per 4
 Range Penalty: -1 per 3 Hexes
 Fire Control: +4/+2/--
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns

Quad-Laser Battery 
 Class: Laser
 Mode: Standard
 Damage: 2d10+5
 Range Penalty: -1 per 2 Hexes
 Fire Control: +4/+3/+1
 Intercept Rating: n/a
 Rate of Fire: 2 per turn

Medium Turbo-Laser Cannon 
 Class: Laser
 Mode: Standard
 Damage: 1d10+7
 Range Penalty: -1 per Hex
 Fire Control: +3/+3/+2
 Intercept Rating: n/a
 Rate of Fire: 1 per turn

Light Turbo-Laser Cannon 
 Class: Laser
 Mode: Standard
 Damage: 1d10+3
 Range Penalty: -2 per Hex
 Fire Control: +1/+2/+5
 Intercept Rating: n/a
 Rate of Fire: 2 per turn

Axial Defense Turret 
 Class: Laser
 Mode: Standard
 Damage: 1d10+2
 Range Penalty: -3 per Hex
 Fire Control: +0/+2/+6
 Intercept Rating: n/a
 Rate of Fire: 3 per turn

SIDE HITS
 1-2: Retro Thrust
 3-4: Port/Stbd Thrust
 5-7: Heavy Double Quad
 8: Quad Laser
 9-10: Med Turbolaser
 11-12: Light Turbolaser
 13-18: Structure
 18-20: Primary Hit

SENSOR DATA

Defensive EW

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

AFT HITS
 1-8: Main Thrust
 9: Shield
 10: Med Turbolaser
 11-12: Light Turbolaser
 13-17: Structure
 18-20: Primary Hit

TURN DELAY














SPECIAL NOTES:
 Special Hull Arrangement
 (No Forward Hits or Structure)

PRIMARY HITS
 1-7: Structure
 8: Axial Def Turret
 9: Light Turbolaser
 10-11: Hyperdrive
 12-13: Sensors
 14-15: Hangar
 16-17: Engine
 18-19: Reactor
 20: C&C

HANGAR
 60 Fighters
 5 Assault Shuttles

Tyderium Assault Shuttle
 Cost: 40 Defense: 8/11
 Thrust: 9 Offense: +2
 Armor: 2 Initiative: +9
 2 Dual Blasters
 Rate of Fire: 1 per Turn
 Range Penalty: -2 per hex
 Damage: 1d6+4

ICON RECOGNITION

-  C&C
-  Sensors
-  Reactor
-  Engine
-  Hangar
-  Jump Engine
-  Thrustor
-  Heavy Dbl-Quad Turret
-  Quad Laser Battery
-  Medium Turbo-Laser
-  Light Turbo-Laser
-  Axial Defense Turret
-  Shield

