

Imperial Dictator Cruiser

SPECS

Class: Capital Ship
In Service: 3680
Point Value: 800
Ramming factor: 330
Warp Delay: 8 Turns

MANEUVERING

Turn Cost: 1x Speed
Turn Delay: 1x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 3+3 Thrust


COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Fusion Beamer

Battery 
Class: Particle
Modes: Standard
Dmg: 2d10+2
Range Pen: -1 per 2 hexes
Fire Control: +3/+1/-6
Interception Rating: -1
Rate of Fire: 1 per 2 turns

Defense Turret

Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+8
Fire Control: +3/-1/+8
Range Penalty: -2 per hex

Torpedo Tube

Class: Ballistic
Mode: Standard
Damage: 30
Torpedoes: 1
Range Penalty: None
Speed: 18 hexes
Fire Control: +4/+2/n/a

FORWARD HITS
1-6: Retro Thrust
7-9: Torpedo Tubes
10-11: Defensive Turret
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-5: Port/Stb Thrust
6-9: Fusion Beamer
10-11: Port/Stb Hangar B
12-18: Port/Stb Struct
19-20: P PRIMARY Hit

AFT HITS
1-7: Main Thrust
8-9: Defensive Turret
10: Shield Generator
11-18: Aft Struct
19-20: P PRIMARY Hit

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

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

All Foward Batteries



5

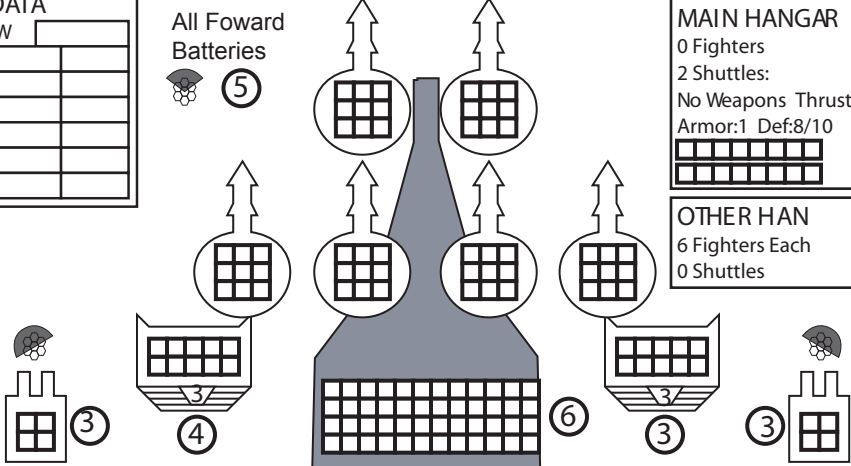
MAIN HANGAR

0 Fighters
2 Shuttles:
No Weapons Thrust:
Armor:1 Def:8/10



OTHER HAN

6 Fighters Each
0 Shuttles



Rate of Fire: 1 per 3 turns

All Port Batteries



3

All Stbd Batteries



3

ICON RECOGNITION

Thrustor

C & C

Sensors

Engine

Warp Engine

Reactor

Hangar

Fusion Beamer Battery

Defense Turret

Torpedo Tube

