

# Imperial I Class Star Destroyer

## SPECS

Class: Enormous Unit  
In Service: --  
Point Value: 5000  
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: +6  
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

## FORWARD HITS

1-3: Retro Thrust  
4-6: Turbolaser  
7-9: Ion Cannon  
10-11: Hangar  
12: Tractor Beam  
13-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-7: Turbolaser  
8-10: Ion Cannon  
11: Tractor Beam  
12-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Ion Cannon  
9-10: Shield Generators  
11: CinC  
12-18: 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	

## BOARDING DATA

Barracks		/240
Forward	35	
Aft	35	
Port	35	
Starboard	35	
Primary	40	
Shuttles		

## FORWARD HANGAR

6 AT-AT Barges  
12 Stormtrooper Transports  
6 Assault Gunboats  
6 Lamda Class shuttles  
The forward hangar also has the option of docking small LCVs as designated in their descriptions, replacing AT-AT Barges on a 1 for 1 basis.

## MAIN HANGAR

72 Fighters  
12 Lamda Class shuttles  
12 Assault Shuttles  
AND  
4 Landing Craft  
OR  
4 Missile Boats  
OR  
6 Skipray Blastboats  
6 Spacetrooper Transports  
The main hangar may also internally dock an LCV or MCV class ship.

## WEAPON DATA

### Twin Turbolaser

Class: Laser  
Mode: Standard  
Damage: 1d10+12  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+1/+1  
Interception Rating: -2  
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

