

Imperial-I Star Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2 x Speed	Fwd/Aft Defense: 18
In Service: ALTAIAGFFA	Turn Delay: 2 x Speed	Sth/Port Defense: 20
Point Value: XXX	Accel/Decel Cost: 8 Thrust	Engine Efficiency: 5/1
Ramming Factor: 560	Pivot Cost: N/A	Extra Power: 0
Hyper Delay: 12 Turns	Roll Cost: 5+5 Thrust	Initiative Penalty: -2
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 4 6 8 10 12 14 16 18 20 22 24	

- FORWARD HITS**
- 1-3: Retro Thrust
 - 4-5: Dual Turbolaser
 - 6-7: Ion Cannon
 - 8-9: Tractor Beam
 - 10-12: Forward Hangar
 - 13-18: Forward Structure
 - 19-20: PRIMARY Hit
- SIDE HITS**
- 1-4: Port/Sth Thrust
 - 5: Quad Laser Cannon
 - 6-7: Dual/Quad Turbolaser
 - 8-9: Heavy Turbolaser
 - 10-11: Ion Cannon
 - 12: Heavy Ion Cannon
 - 13-18: Port/Sth Structure
 - 19-20: PRIMARY Hit
- AFT HITS**
- 1-6: Main Thrust
 - 7-9: Hyperdrive
 - 10: Dual Turbolaser
 - 11: Ion Cannon
 - 12-18: Aft Structure
 - 19-20: PRIMARY Hit
- PRIMARY HITS**
- 1-8: Primary Structure
 - 9: Shield Generator
 - 10: Deflector Shield
 - 11-12: Sensors
 - 13-16: Hangar
 - 17-18: Engine
 - 19: Reactor
 - 20: C&C

SENSOR DATA

Defensive EW

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

SHIELD CHART

Shield Capacity	Max Absorb
250 - 188	125
187 - 126	94
125 - 63	63
62 - 0	31

WEAPON DATA

Heavy Dual Turbolaser

Class: Laser
Modes: Pulse
Damage: 18
Max Pulses: 2
Pulse Grouping: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per turn

Quad Turbolaser

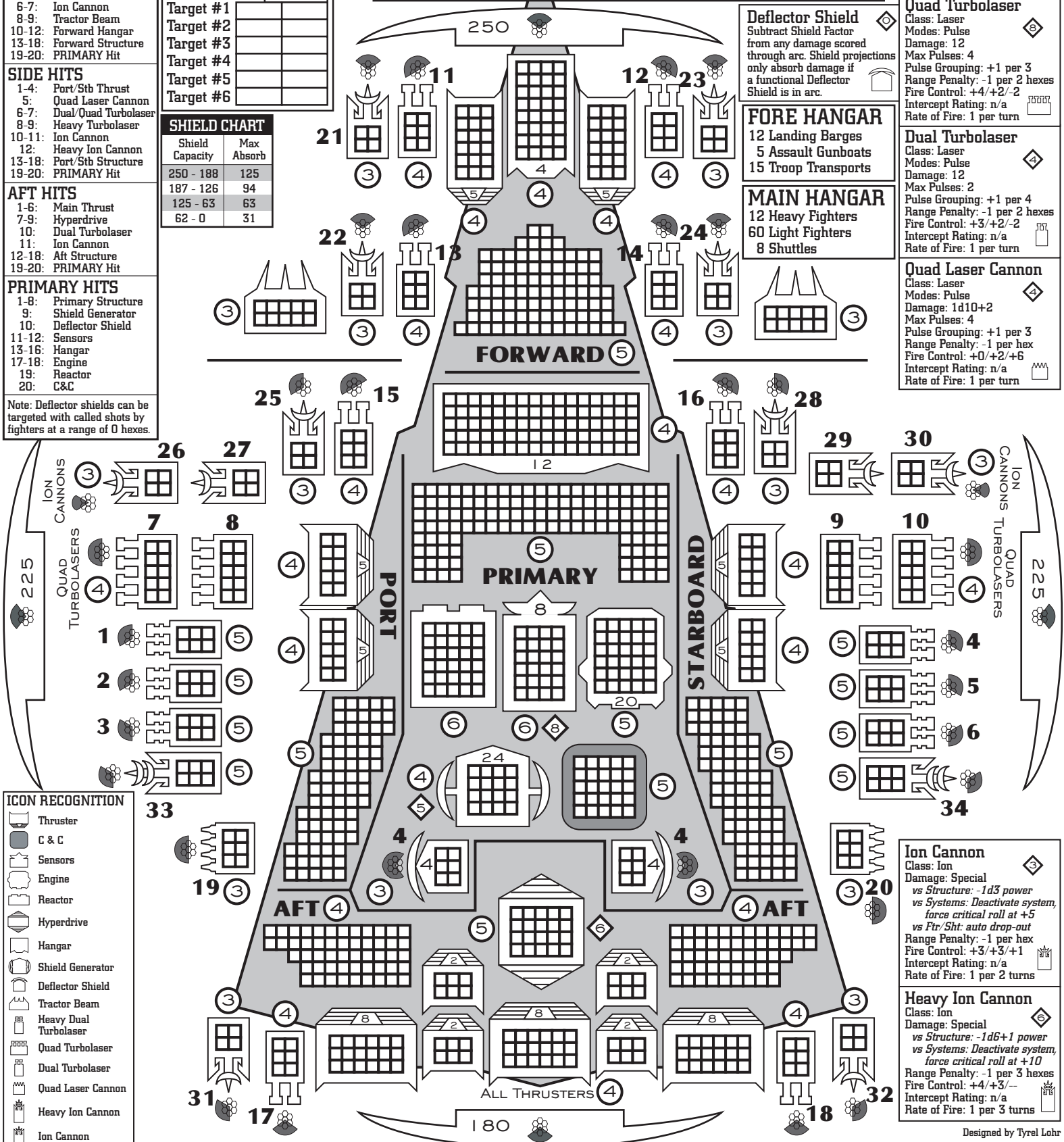
Class: Laser
Modes: Pulse
Damage: 12
Max Pulses: 4
Pulse Grouping: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +4/+2/-2
Intercept Rating: n/a
Rate of Fire: 1 per turn

Dual Turbolaser

Class: Laser
Modes: Pulse
Damage: 12
Max Pulses: 2
Pulse Grouping: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-2
Intercept Rating: n/a
Rate of Fire: 1 per turn

Quad Laser Cannon

Class: Laser
Modes: Pulse
Damage: 1d10+2
Max Pulses: 4
Pulse Grouping: +1 per 3
Range Penalty: -1 per hex
Fire Control: +0/+2/+6
Intercept Rating: n/a
Rate of Fire: 1 per turn



- ICON RECOGNITION**
- Thrustor
 - C & C
 - Sensors
 - Engine
 - Reactor
 - Hyperdrive
 - Hangar
 - Shield Generator
 - Deflector Shield
 - Tractor Beam
 - Heavy Dual Turbolaser
 - Quad Turbolaser
 - Dual Turbolaser
 - Quad Laser Cannon
 - Heavy Ion Cannon
 - Ion Cannon

Ion Cannon

Class: Ion
Damage: Special
vs Structure: -1d3 power
vs Systems: Deactivate system, force critical roll at +5
vs Ftr/Sht: auto drop-out
Range Penalty: -1 per hex
Fire Control: +3/+3/+1
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Heavy Ion Cannon

Class: Ion
Damage: Special
vs Structure: -1d6+1 power
vs Systems: Deactivate system, force critical roll at +10
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/-1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns