



Imperial Class I Star Destroyer

SPECS

Class: Capital Ship
In Service: Empire
Point Value: 1350
Ramming Factor: 380
Hyper Delay: 12 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: 19
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	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

WEAPON DATA

Med Turbolaser Btty (5)
Class: Ion + Laser
Mode: Pulse
Damage: 1d10+8 1d3 Times
Maximum Pulses: 5
Grouping Range: +1 per 5
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Hvy Ion Cannon Btty (5)
Class: EM
Mode: Pulse
Damage: 12/0 1d3 Times
Maximum Pulses: 5
Grouping Range: +1 per 5
Range Penalty: -2 per 3 hexes
Fire Control: +2/+2/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Ballistic-PD-System
Class: Electromagnetic
Intercept Rating: -6 (Ballistic only)
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Not Available
Special: Can be divided between into multiple intercepts on different ballistics in same

Heavy Tractor Beam
Class: Gravitic
Effect: Moves target 1d5 hexes
Range Penalty: -1 per hex
Fire Control: +3/+2/+1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

FORWARD HITS
1-2: Shield Generator
3-6: Med Turbolaser Btty
7-10: Hvy Ion Cannon Btty
11: Tractor Beam
12: Cargo
13-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS
1-2: Shield Generator
3-6: Med Turbolaser Btty
7-9: Hvy Ion Cannon Btty
10: Tractor Beam
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-5: Ion Thruster
6-7: Shield Generator
8-10: Hvy Ion Cannon Btty
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Structure
8-9: Hyper Drive
10: PD-System
11-12: Sensors
13: Forward Hangar
14-15: Main Hangar
16-17: Engine
18-19: Reactor
20: C&C

SPECIAL NOTES

Ion Drive System

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

Target #6

Main HANGAR

12 Heavy Fighters
12 Med. Fighters
12 Light Fighters

Forward HANGAR

6 Assault Shuttles
4 Breaching Pods
6 Shuttles

