

Republic Victory Star Destroyer

SPECS

Class: Capital Ship
In Service: -21 ANH
Point Value: 1150
Ramming Factor: 330
Hyper Delay: 12 turns

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	3	5	6	8	9	11	12	14	15	17	18

MANEUVERING

Turn Cost: 2 x Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 6 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 18
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

WEAPON DATA

Twin Turbolaser
Class: TurboLaser
Mode: Standard
Damage: 2x 1d10+7
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/+1
Interception Rating: -2
Rate of Fire: 1 per 2 turns

Quad Laser Turret

Class: Laser
Mode: Standard
Damage: 2d6+2
Range Penalty: -2 per hex
Fire Control: +2/+3/+4
Interception Rating: -4
Rate of Fire: 1 per turn

Assault Concussion Launcher

Class: Ballistic
Mode: Pulse
Damage: 15 1d5 Times
Maximum Pulses: 5
Grouping Range: +1 per 3
Range: 15 hexes
Fire Control: +3/+2/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

WARD HITS

Retro Thrust
Hangar
Twin Turbolaser
Asslt Concussion
Tractor Beam
Forward Struct
PRIMARY Hit

S

Port/Stb Thrust
Assault Concussion
Quad Laser
Twin Turbolaser
Port/Stb Struct
PRIMARY Hit

S

Main Thrust
Twin Turbolaser
Shield Generator
Asslt Concussion
Tractor Beam
Aft Struct
C-in-C

Y HITS

Primary Struct
Hyperdrive
Sensors
Engine
Reactor

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

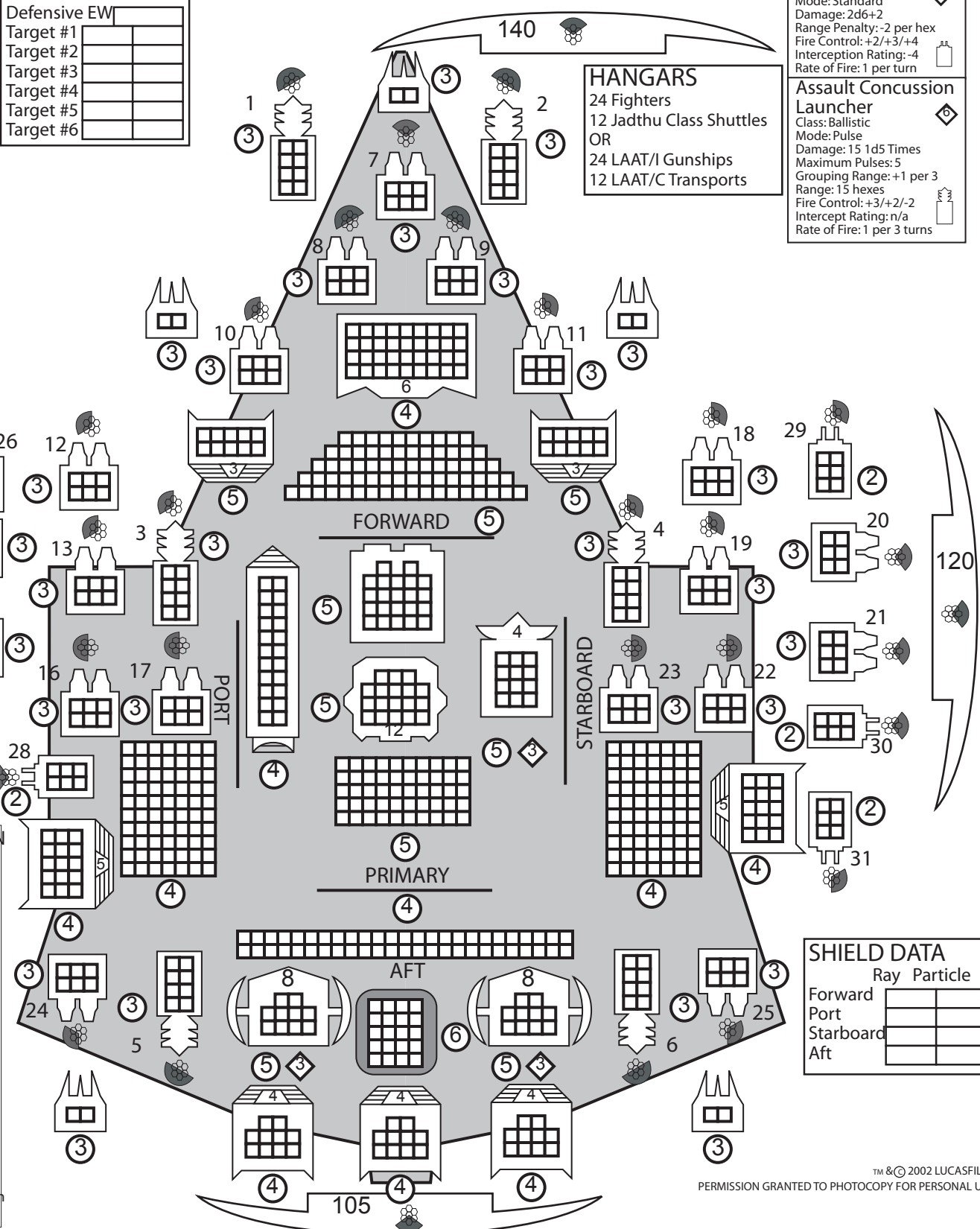
Target #6

HANGARS

24 Fighters
12 Jadthu Class Shuttles
OR
24 LAAT/I Gunships
12 LAAT/C Transports

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Tractor Beam
- Quad Laser
- Twin Turbolaser
- Assault Concussion Launcher



SHIELD DATA

Ray Particle

Forward

Port

Starboard

Aft