



# CSA Victory Star Destroyer

## SPECS

Class: Capital Ship  
In Service: -15 ANH  
Point Value: 1125  
Ramming Factor: 330  
Hyper Cost: 24 Power

## 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+8  
Range Pen: -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+4  
Range Penalty: -2 per hex  
Fire Control: +2/+3/+5  
Interception Rating: -4  
Rate of Fire: 1 per turn

### Assault Concussion Launcher

Class: Ballistic  
Mode: Pulse  
Damage: 12 1d5 Times  
Maximum Pulses: 4  
Grouping Range: +1 per 3  
Range: 20 hexes  
Fire Control: +3/+2/+1  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

## FORWARD HITS

1-3: Retro Thrust  
4: Hangar  
5-8: Twin Turbolaser  
9-10: Assault Concussion  
11: Tractor Beam  
12-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-7: Quad Laser  
8-10: Twin Turbolaser  
11-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-8: Twin Turbolaser  
9-11: Shield Generator  
12: Tractor Beam  
13-18: Aft Struct  
19-20: C-in-C

## PRIMARY HITS

1-9: Primary Struct  
10-12: Hyperdrive  
13-14: Sensors  
15-16: Engine  
17-18: Hangar  
19-20: Reactor

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## SPECIAL NOTES

Unreliable Ship:

Shield Fluctuations ☐  
Hyperdrive Multiplier x1

## HANGARS

24 IRD fighters  
6 Lamda Class Shuttles  
5 Assault Shuttles

