



Imperial Class II Star Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 4/3 Speed	Fwd/Aft Defense: 16
In Service: Rebellion	Turn Delay: 4/3 Speed	Stb/Port Defense: 19
Point Value: 1800	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 380	Pivot Cost: 3+3 Thrust	Extra Power: 0
Hyper Delay: 12 Turns	Roll Cost: 3+3 Thrust	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

Heavy Turbolaser Btty (5)
 Class: Ion + Laser
 Mode: Pulse
 Damage: 2d10+10 1d3 Times
 Maximum Pulses: 5
 Grouping Range: +1 per 5
 Range Penalty: -1 per 4 hexes
 Fire Control: +3/+2/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns

Turbolaser Battery (5)
 Class: Ion + Laser
 Mode: Pulse
 Damage: 1d10+10 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 2 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 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
 3-5: Hvy Turbolaser Btty
 6-8: Turbolaser Battery
 9-10: 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: Hvy Turbolaser Btty
 7-9: Turbolaser Battery
 10: Tractor Beam
 11-18: Port/Stb Structure
 19-20: PRIMARY Hit

AFT HITS

1-4: Ion Thruster
 5-6: Shield Generator
 7-8: Turbolaser Battery
 9-10: 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: Hangar
 16-17: Engine
 18-19: Reactor
 20: C&C

SPECIAL NOTES

Ion Drive System

SENSOR DATA

Defensive EW

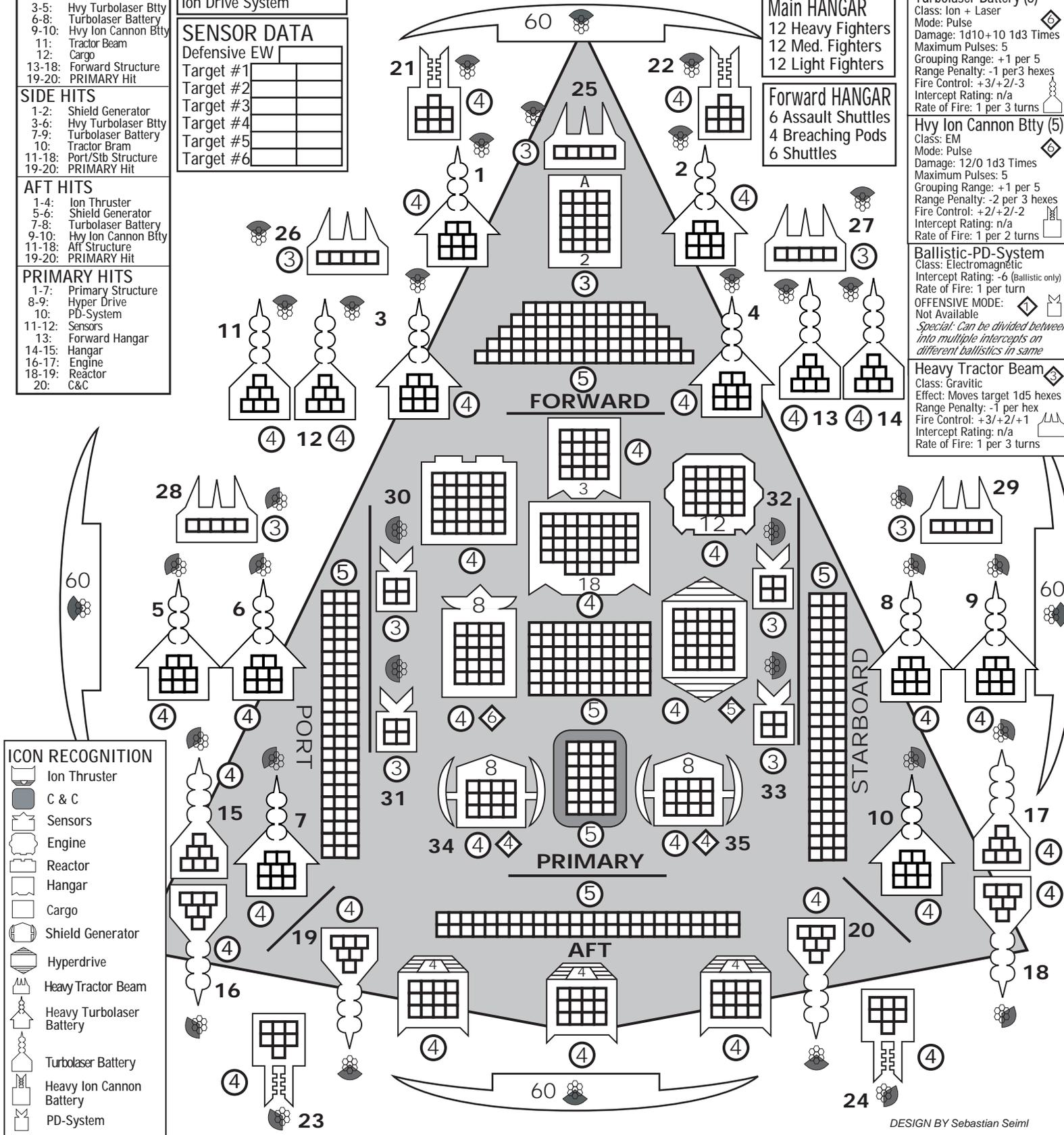
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

Main HANGAR

12 Heavy Fighters
 12 Med. Fighters
 12 Light Fighters

Forward HANGAR

6 Assault Shuttles
 4 Breaching Pods
 6 Shuttles



ICON RECOGNITION

- Ion Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Shield Generator
- Hyperdrive
- Heavy Tractor Beam
- Heavy Turbolaser Battery
- Turbolaser Battery
- Heavy Ion Cannon Battery
- PD-System