

# Imperial Class II Star Destroyer

## SPECS

Class: Capital Ship  
In Service: Rebellion  
Point Value: 1800  
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

**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 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
- 3-5: 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

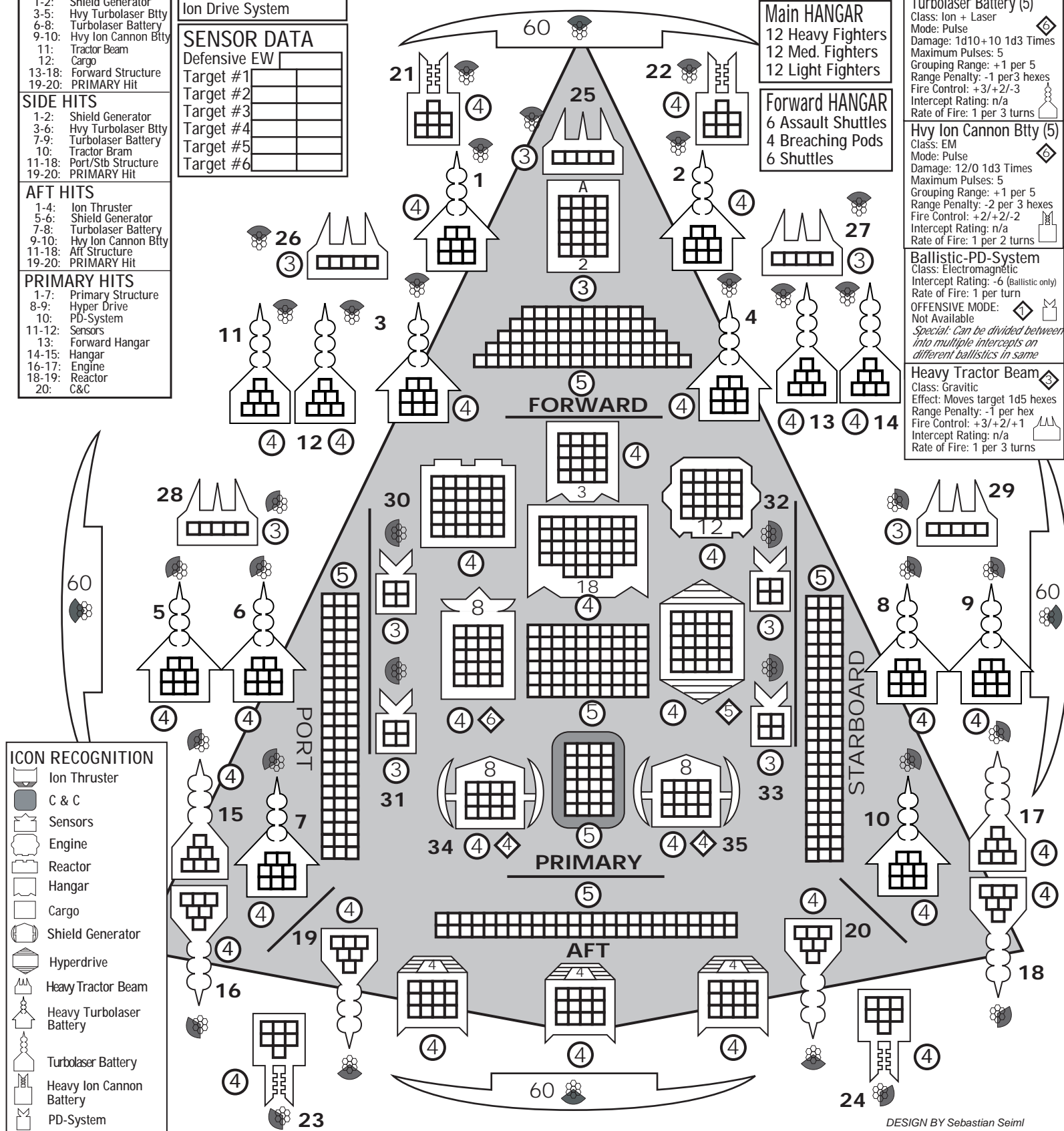
Target #6

## 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