

Galactic Empire

Name: \_\_\_\_\_

Counter: \_\_\_\_\_

# Imperator-Class Star Destroyer



## SPECS

Class: Capital Ship  
In Service: ALTAIAGFFA  
Point Value: 2800  
Ramming Factor: 600  
HyperDelay: 12 Turns

## MANEUVERING

Turn Cost: 2x Speed  
Turn Delay: 2x Speed  
Accel/Decel Cost: 8 Thrust  
Pivot Cost: N/A  
Roll Cost: 5+5 Thrust

## COMBAT STATS

Fwd/Aft Defense: 18  
Stb/Port Defense: 20  
Engine Efficiency: 5/1  
Extra Power: 0  
Initiative Bonus: +0

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	4	6	8	10	12	14	16	18	20	22	24

Version 1.0: 2E/Star Wars

## FORWARD HITS

- 1-3: Retro Thrust
- 4-5: Troop Barracks
- 6-7: Forward Hangar
- 8-9: Turbolaser Cannon
- 10-12: Ion Cannon
- 13-18: Forward Structure
- 19-20: PRIMARY Hit

## SIDE HITS

- 1-4: Port/Stbd Thrust
- 5-8: Turbolaser Battery
- 9-10: Ion Battery
- 11: Ion Cannon
- 12-18: Port/Stbd Structure
- 19-20: PRIMARY Hit

## AFT HITS

- 1-6: Main Thrust
- 7: Cargo
- 8-9: Hyperdrive
- 10-11: Turbolaser Cannon
- 12-18: Aft Structure
- 19-20: PRIMARY Hit

## PRIMARY HITS

- 1-8: Primary Structure
- 9: Turbolaser
- 10: Tractor Beam
- 11-12: Shield Generator
- 13-14: Sensors
- 15-16: Primary Hangar
- 17: Engine
- 18: Reactor
- 20: C&C

## SPECIAL NOTES

Shield Projectors can be targetted with called shots by fighters at range zero.

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## FORE HANGAR

12 AT Barges  
6 Assault Gunboats  
15 Troop Transports  
1 Assault Transport

## MAIN HANGAR

48 TIE Fighters  
12 TIE Interceptors  
12 TIE Bombers  
8 Lambda Shuttles

## WEAPON DATA

### Turbolaser Battery

Class: Turbolaser  
Modes: Standard  
Damage: 2d10+6  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+2/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per turn

### Turbolaser Cannon

Class: Turbolaser  
Modes: Standard  
Damage: 1d10+4  
Range Penalty: -1 per hex  
Fire Control: +3/+2/-0  
Intercept Rating: -1  
Rate of Fire: 1 per turn

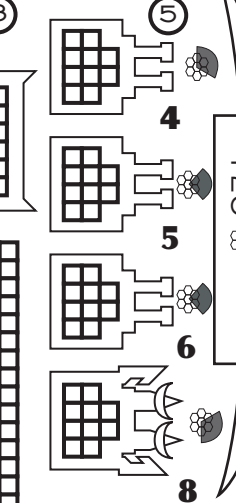
### Ion Battery

Class: Ion  
Damage: 1d5\*special  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns  
vsStructure: -1d5 power  
vsSystem: deactivation on the following turn, 1d5 criticals  
vsFighters: 1d5 dropout rolls, with cumulative +1 modifier after first. Result of 10 is always a dropout.  
vsShields: 1d3x4 damage

### Deflector Shield

Regenerates an in-arc shield by the "R" amount shown in the shield icon. Shields may transfer energy to adjacent shields up to "T" amount. May split value between multiple shields.+1 regeneration per 2 power applied. SEE RULES.

## ALL BATTERIES



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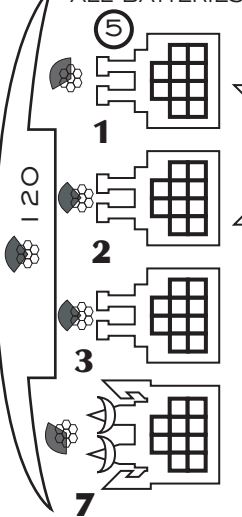
**Ion Cannon**  
Class: Ion  
Damage: 1d3\*special  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+1  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns  
vsStructure: -1d3 power  
vsSystem: deactivation on the following turn, 1d3 criticals  
vsFighters: 1d3 dropout rolls, with cumulative +1 modifier after first. Result of 10 is always a dropout.  
vsShields: 1d3x4 damage

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## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hyperdrive (x2)
- Hangar
- Shield Generator
- Stormtrooper Barracks
- Cargo
- Tractor Beam

## ALL BATTERIES



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