

Executor Super Star Destroyer

SPECS

Class: Colossal Unit
 In Service: +3 ANH
 Point Value: 15000
 Ramming Factor: 920
 Hyper Cost: 50 Power

MANEUVERING

Turn Cost: 5 x Speed
 Turn Delay: 5 x Speed
 Accel/Decel Cost: 20 Thrust
 Pivot Cost: N/A
 Roll Cost: 8+8 Thrust

COMBAT STATS

Fwd/Aft Defense: 22
 Stb/Port Defense: 27
 Engine Efficiency: 10/1
 Extra Power: +0
 Initiative Bonus: -3

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	5	10	15	20	25	30	35	40	45	50	55	60
Turn Delay	5	10	15	20	25	30	35	40	45	50	55	60

WEAPON DATA

Hvy Turbolaser
 Class: Turbolaser Battery
 Mode: Standard
 Damage: 4d10+15
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+1/-4
 Interception Rating: -1
 Rate of Fire: 1 per 3 turns

Turbolaser Battery
 Class: Turbolaser
 Mode: Standard
 Damage: 3d10+8
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+1/+1
 Interception Rating: -2
 Rate of Fire: 1 per 2 turns

Concussion Launcher
 Class: Ballistic
 Mode: Pulse
 Damage: 12 1d6 Times
 Maximum Pulses: 8
 Grouping Range: +1 per 3
 Range: 10 hexes
 Fire Control: +3/+2/+1
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Ion Cannon Battery
 Class: Ion
 Mode: Standard
 Damage: 6/+12/2d10
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+1/-2
 Interception Rating: n/a
 Rate of Fire: 1 per 2 turns

FORWARD HITS

- 1-2: Retro Thrust
- 3-4: Turbolaser Battery
- 5-6: Concussion Launcher
- 7-8: Ion Cannon Battery
- 9-10: Hvy Turbolaser Btty
- 10-11: Hangar
- 12: Tractor Beam
- 13: Barracks
- 13-18: Forward Struct
- 19-20: PRIMARY Hit

SPECIAL NOTES:

Side Hit tables for damage resolution are used for the forward and aft sections on both port and starboard areas.

FORWARD HANGAR

24 AT-AT Barges
 36 Stormtrooper Transports
 12 Assault Gunboats
 12 Lamda Class shuttles
 The forward hangar also has the option of docking small LCVs as designated in their descriptions, replacing AT-AT Barges on a 1 for 1 basis.

MAIN HANGAR

144 Fighters
 24 Lamda Class shuttles
 30 Assault Shuttles
 6 Landing Craft
 4 Missile Boats
 6 Skipray Blastboats
 18 Spacetrooper Transports
 The main hangar may also internally dock an LCV, MCV or HCV class ship.

SIDE HITS

- 1-2: Port/Stb Thrust
- 3-4: Concussion Launcher
- 5-6: Turbolaser Battery
- 7-9: Ion Cannon
- 10-11: Hvy Turbolaser Btty
- 12: Tractor Beam
- 13-18: Port/Stb Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-4: Main Thrust
- 5-6: Turbolaser Battery
- 7-8: Ion Cannon Battery
- 9-10: Concussion Launcher
- 11-12: Shield Generators
- 13: CinC
- 14-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

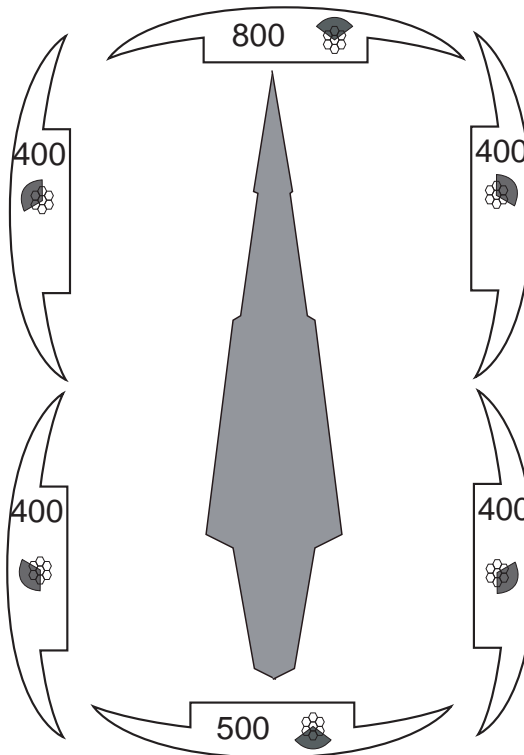
- 1-7: Primary Struct
- 8-9: Hvy Turbolaser Btty
- 10: Tractor Beam
- 11: Barracks
- 12-13: Sensors
- 14-15: Engine
- 16-18: Hangar
- 19: Reactor
- 20: Hyperdrive

SHIELD DATA - Forward

	Ray	Particle	Damage	Recharge
Turn 1				
Turn 2				
Turn 3				
Turn 4				

SENSOR DATA

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



SHIELD DATA - Fwd Port

	Ray	Particle	Damage	Recharge
Turn 1				
Turn 2				
Turn 3				
Turn 4				

SHIELD DATA - Fwd Stbd

	Ray	Particle	Damage	Recharge
Turn 1				
Turn 2				
Turn 3				
Turn 4				

SHIELD DATA - Aft Port

	Ray	Particle	Damage	Recharge
Turn 1				
Turn 2				
Turn 3				
Turn 4				

SHIELD DATA - Aft Stbd

	Ray	Particle	Damage	Recharge
Turn 1				
Turn 2				
Turn 3				
Turn 4				

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Barracks
- Hvy Turbolaser Battery
- Turbolaser Btty
- Concussion Launcher
- Ion Cannon Btty
- Tractor Beam

SHIELD DATA - Aft

	Ray	Particle	Damage	Recharge
Turn 1				
Turn 2				
Turn 3				
Turn 4				

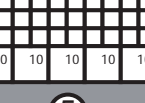
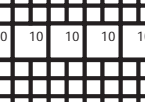
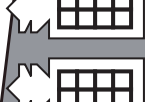
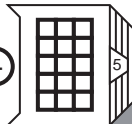
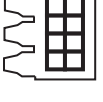
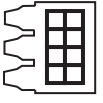
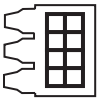
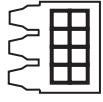
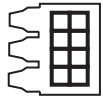
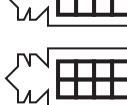
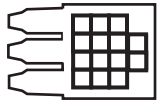
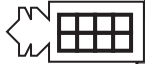
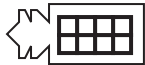
BOARDING DATA

Barracks		/240
Forward	35	
Aft	35	
Port	35	
Starboard	35	
Primary	40	
Shuttles		

**ALL WEAPONS
(on FWD PORT)**

Are armour ④

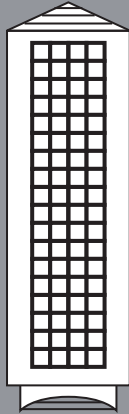
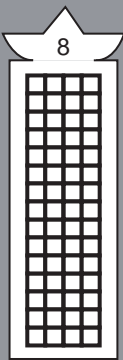
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arc of :



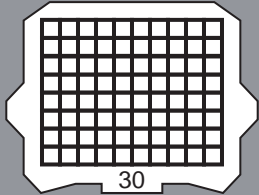
FWD PORT

⑥

⑨



⑥



PORT WEAPONS

Are armour ④

with firing

arc of :

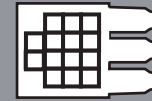


STBD WEAPONS

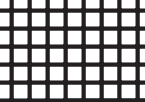
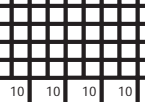
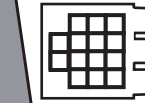
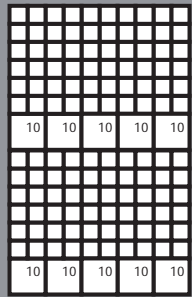
Are armour ④

with firing

arc of :



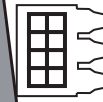
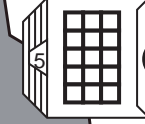
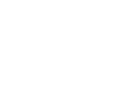
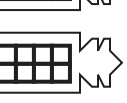
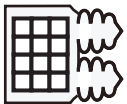
FWD STBD



**ALL WEAPONS
(on FWD STBD)**

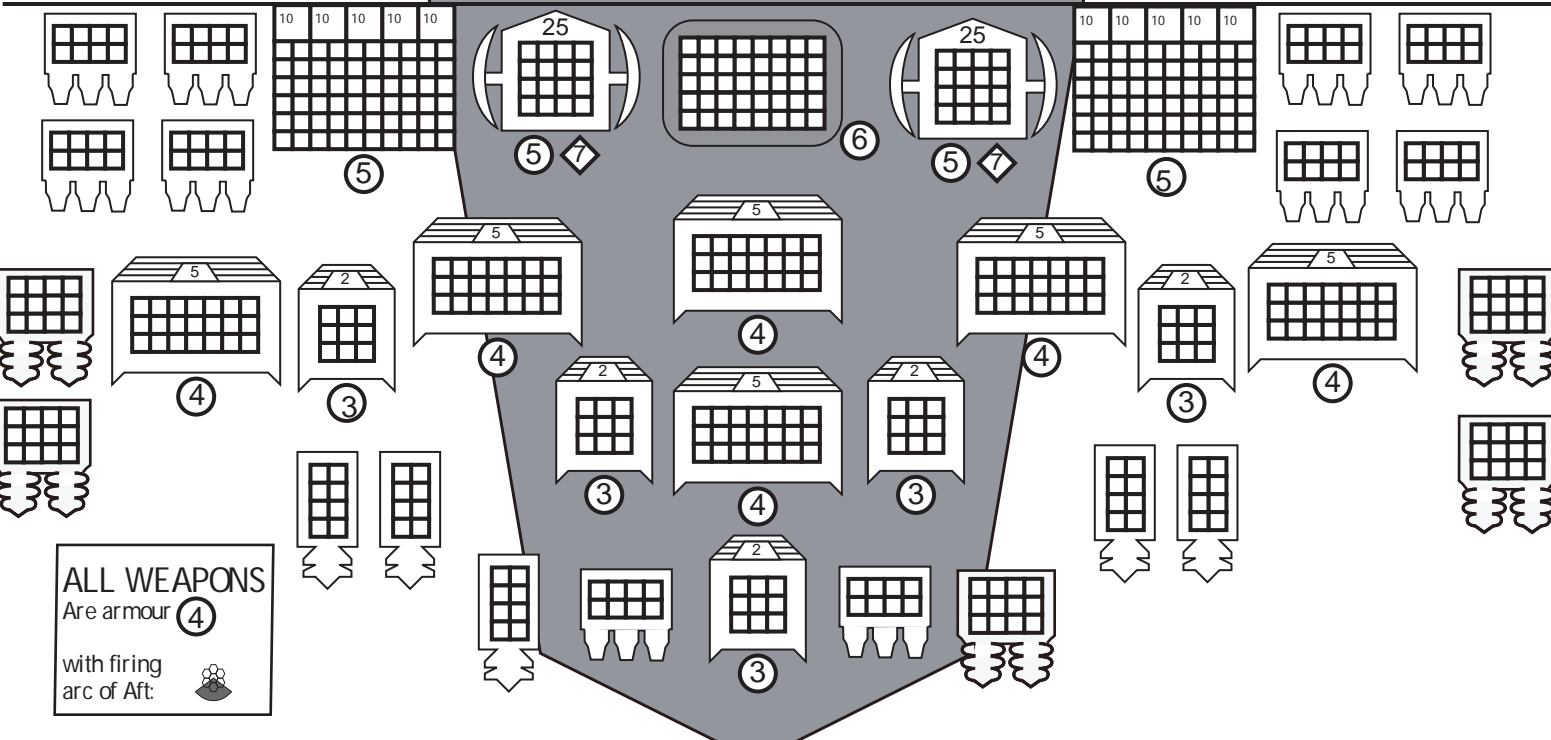
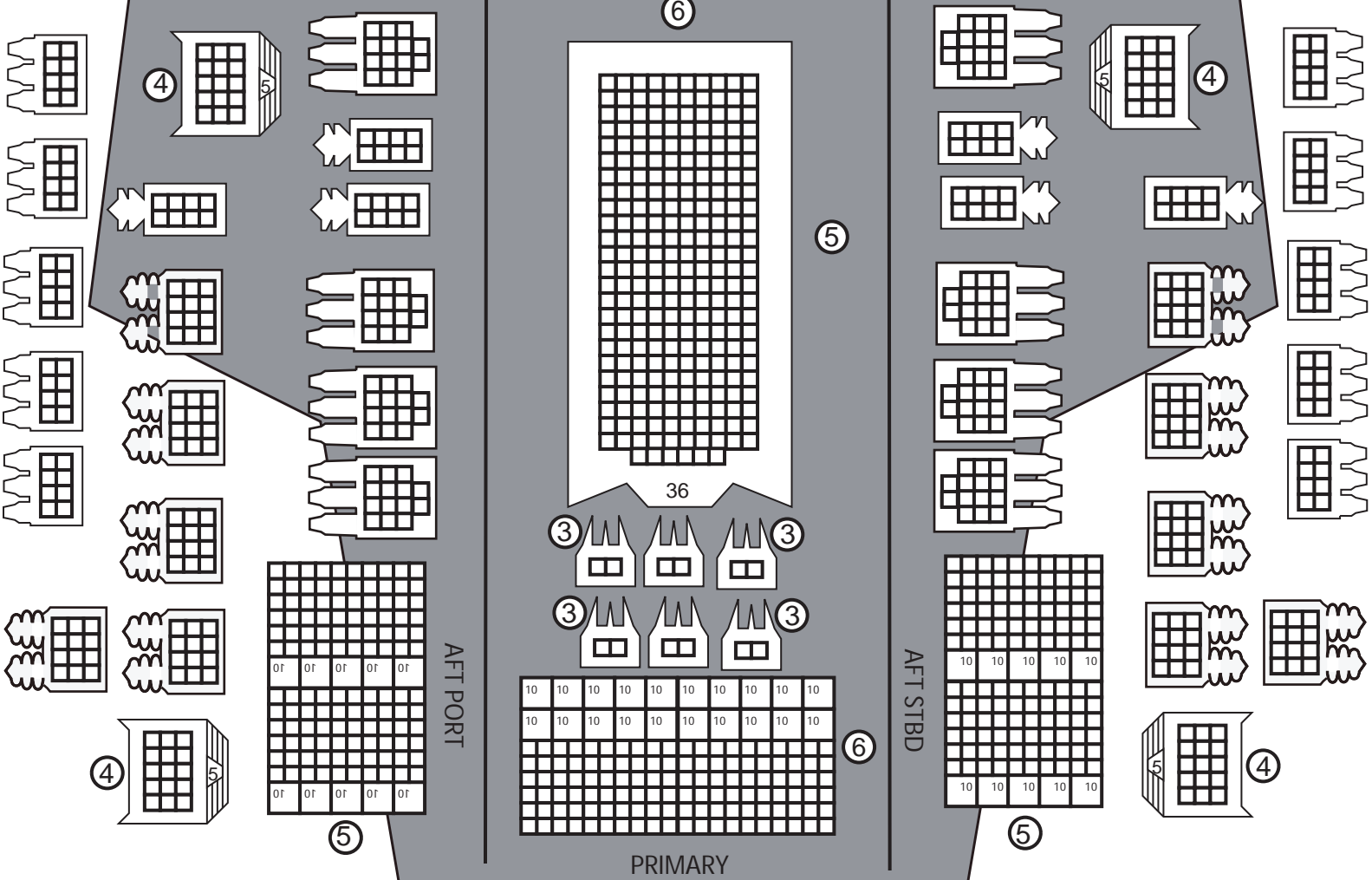
Are armour ④

with firing
arc of :



ALL WEAPONS
(on AFT PORT)
Are armour ④
with firing
arc of :

ALL WEAPONS
(on AFT STBD)
Are armour ④
with firing
arc of :



ALL WEAPONS
Are armour ④
with firing
arc of Aft: