




Imperator-II Class Star Destroyer


SPECS	MANEUVERING	COMBAT STATS
Class: Capital	Turn Cost: 2 x Speed	Fwd/Aft Defense: 17
In Service:	Turn Delay: 2 x Speed	Stb/Port Defense: 19
Point Value: 2800	Accel/Decel Cost: 6 Thrust	Engine Efficiency: 5/1
Ramming Factor: 520	Pivot Cost: N/A	Extra Power: +6
Hyper Cost: 24 Power	Roll Cost: 5+5 Thrust	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	


WEAPON DATA

Octal Turbolaser Battery 
Class: Turbolaser
Mode: Standard
Damage: 4d10+15
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/+1
Interception Rating: -4
Rate of Fire: 1 per turn
Note: Critical of 20+ reduces ROF to 1 per 2 turns

Heavy Turbolaser 
Class: TurboLaser
Mode: Standard
Damage: 2d10+12
Range Penalty: -1 per 3 hexes
Fire Control: +3/+1/-4
Interception Rating: -1
Rate of Fire: 1 per 3 turns

Triple Ion Cannon 
Class: Ion
Mode: Ion
Damage: 3/+9/d10
Range Penalty: -1 per hex
Fire Control: +3/+1/-2
Interception Rating: n/a
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

Axial Defense Laser Turret 
Class: Laser
Mode: Standard
Damage: 1d10+3
Range Penalty: -2 per hex
Fire Control: +1/+2/+4
Interception Rating: -3
Rate of Fire: 1 per turn

FORWARD HITS

- 1-3: Retro Thrust
- 4-5: Tractor Beam
- 6-9: Heavy Turbolaser
- 10: Triple Ion Cannon
- 11-12: Hangar
- 13-18: Forward Struct
- 19-20: PRIMARY Hit

SIDE HITS

- 1-4: Port/Stbd Thrust
- 5-8: Octal Turbolaser Battery
- 9-11: Hvy Turbolaser
- 12: Triple Ion Cannon
- 13-18: Port/Stbd Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-5: Main Thrust
- 6-8: Hvy Turbolaser
- 9: Triple Ion Cannon
- 10: C&C
- 11: Sensors
- 12: Shield Generator
- 13-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-7: Primary Structure
- 8: Tractor Beam
- 9: Quad Laser Cannon
- 10-11: Axial Laser Cannon
- 12-13: Hangar
- 14-15: Engine
- 16-17: Reactor
- 18: Secondary Reactor
- 19-20: Hyperdrive

SENSOR DATA

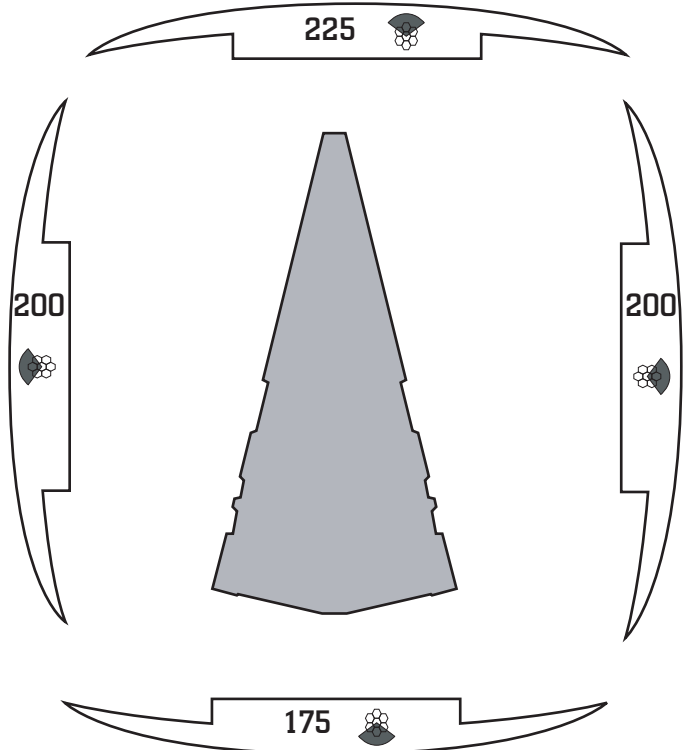
Defensive EW

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

FORWARD HANGAR	MAIN HANGAR
6 AT-AT Barges	48 TIE fighters
6 Stormtrooper Transports	12 TIE Bombers
6 Lamda Class Shuttles.	12 TIE Interceptors

SHIELD DATA - Forward

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
















SHIELD DATA - Port

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

SHIELD DATA - Starboard

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

ICON RECOGNITION

	Thruster		Axial Laser Turret
	C & C		Quad Laser Turret
	Sensors		Octal Turbolaser Battery
	Engine		Hvy Turbolaser
	Reactor		Ion Cannon
	Hangar		
	Hyperdrive		
	Shield Generator		

SHIELD DATA - Aft

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

