

Tector Class Star Destroyer

SPECS Class: Capital In Service: +4 ANH Point Value: 3000 Ramming Factor: 550 Hyper Cost: 24 Power	MANEUVERING Turn Cost: 2 x Speed Turn Delay: 2 x Speed Acc/Dec Cost: 8 Thrust Pivot Cost: N/A Roll Cost: 6+6 Thrust	COMBAT STATS Fwd/Aft Defense: 17 Stb/Port Defense: 19 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	

WEAPON DATA

Heavy Turbolaser Turret
Class: TurboLaser
Mode: Standard
Damage: 2x2d10+12
Range Pen: -1 per 3 hexes
Fire Control: +4/+1/-4
Interception Rating: -1
Rate of Fire: 1 per 3 turns

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

Twin Turbolaser
Class: TurboLaser
Mode: Standard
Damage: 2x 1d10+8
Range Pen: -1 per 2 hexes
Fire Control: +3/+1/+0
Interception Rating: -2
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: Triple Ion Cannon
7-8: Axial Laser Cannon
9-10: Twin Turbolaser
11-12: Hangar
13-18: Forward Struct
19-20: PRIMARY Hit

SENSOR DATA

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

FORWARD HANGAR
6 AT-AT Barges
6 Stormtrooper Transports
6 Lamda Class Shuttles.

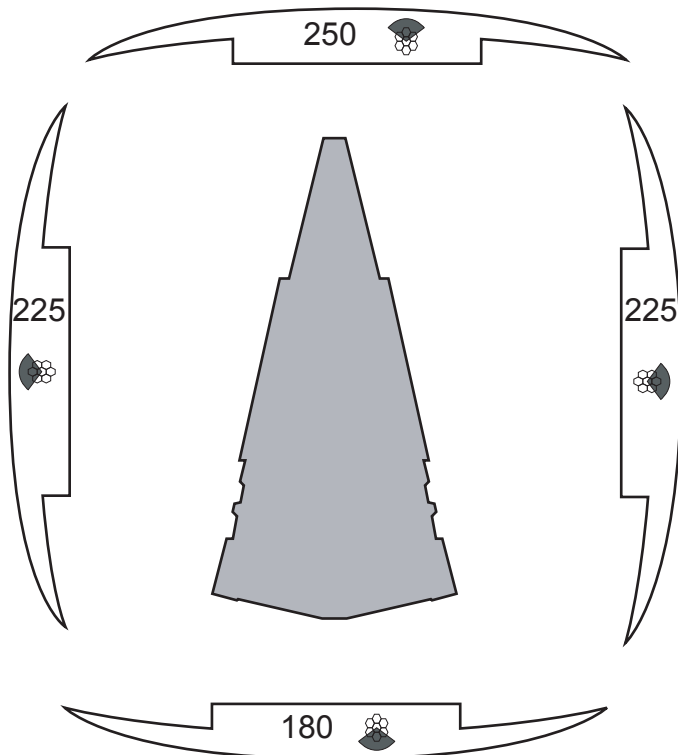
SIDE HITS
1-4: Port/Stb Thrust
5-8: Hvy Turbolaser
9-10: Twin Turbolaser
11-12: Triple Ion Cannon
13-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-7: Twin Turbolaser
8-9: Axial Laser Cannon
10: C&C
11: Sensors
12-18: Aft Struct
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: Primary Reactor
18: Secondary Reactor
19-20: Hyperdrive

SHIELD DATA - Forward

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



SHIELD DATA - Port

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

SHIELD DATA - Starboard

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

ICON RECOGNITION

	Thruster		Axial Laser Turret
	C & C		Quad Laser Turret
	Sensors		Heavy Turbolaser
	Engine		
	Reactor		
	Hangar		
	Hyperdrive		
	Shield Generator		
	Ion Cannon		
	Twin Turbolaser		

SHIELD DATA - Aft

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

