



Republic Venator Star Destroyer

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 3/2 x Speed		Fwd/Aft Defense: 15	
In Service: -20 ANH		Turn Delay: 1 x Speed		Stb/Port Defense: 18	
Point Value: 1450		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 3/1	
Ramming Factor: 305		Pivot Cost: 2+2 Thrust		Extra Power: +12	
Hyper Cost: 12 Turns		Roll Cost: 3+3 Thrust		Initiative Bonus: +0	
Speed	1 2 3 4 5 6 7 8 9 10 11 12	Turn Cost	2 3 5 6 8 9 11 12 14 15 17 18	Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12

WEAPON DATA	
Turbolaser Accelerator	
Class: Turbolaser	
Mode: Standard	
Damage: 2x2d10+10	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+2/-4	
Interception Rating: -1	
Rate of Fire: 1 per 3 turns	
SPECIAL: can fire at an accelerated ROF causing less damage, if given additional power, per below: 1 per turn, +4 power total, 2x1d10+6 1 per 2 turns, +6 power total, 2x2d10+4	

FORWARD HITS	
1-3:	Retro Thrust
4:	Tractor Beam
5-6:	Point Defense Battery
7-8:	Concussion Missile
9:	Dual Turbolaser
10-13:	Hangar
14-18:	Forward Struct
19-20:	PRIMARY Hit

SENSOR DATA	
Defensive EW	<input type="checkbox"/>
Target # 1	<input type="checkbox"/>
Target # 2	<input type="checkbox"/>
Target # 3	<input type="checkbox"/>
Target # 4	<input type="checkbox"/>
Target # 5	<input type="checkbox"/>
Target # 6	<input type="checkbox"/>

SPECIAL NOTES
Hangar, when open, reduces structure and hangar armor to 0. It takes 0-2 turns after closing hangar for hangar door to fully close, restoring armor protection.

MAIN HANGAR
96 Fighters
40 Shuttles

Normal Complement:
48 V-Wing Fighters
48 Eta-2 Actis Interceptors
24 ARC-170 Fighters
24 LAAT/I Gunships
12 LAAT/C Transports
4 Jadhru Shuttles

SIDE HITS	
1-4:	Port/Stb Thrust
5-9:	Turbolaser Accelerator
10:	Point Defense Battery
11-18:	Port/Stb Struct
19-20:	PRIMARY Hit

AFT HITS	
1-5:	Main Thrust
6:	Tractor Beam
7-8:	Clone Barracks
9-10:	Point Defense Battery
11-12:	Hyperdrive
12-18:	Aft Struct
19-20:	PRIMARY Hit

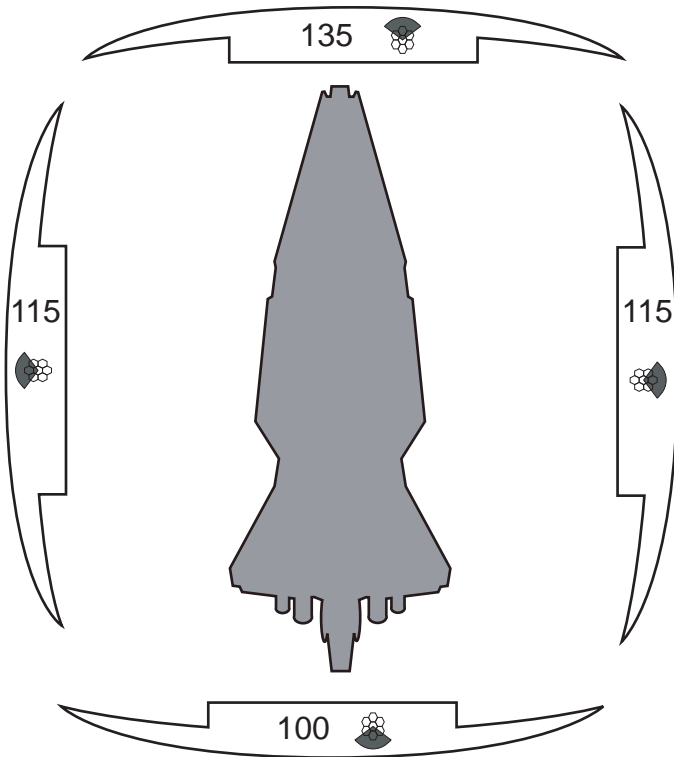
PRIMARY HITS	
1-8:	Primary Structure
9-11:	Shield Generator
12-13:	Sensors
14-16:	Engine
17-18:	Reactor
19-20:	CnC

Assault Concussion Launcher	
Class: Ballistic	
Mode: Pulse	
Damage: 15 1d5 Times	
Maximum Pulses: 5	
Grouping Range: +1 per 3	
Range: T5 hexes	
Fire Control: +3/+2/-2	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	

Twin Turbolaser	
Class: Turbolaser	
Mode: Standard	
Damage: 2x 1d10+7	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+1/+1	
Interception Rating: -2	
Rate of Fire: 1 per 2 turns	

Point Defense Laser Battery	
Class: Laser	
Mode: Standard	
Damage: 1d6+3	
Range Penalty: -3 per hex	
Fire Control: +1/+2/+4	
Interception Rating: -3	
Rate of Fire: 1 per turn	

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
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Hyperdrive
	Shield Generator
	Clone Barracks
	Axial Laser Turret
	Turbolaser Accelerator
	Assault Concussion Launcher
	Twin Turbolaser

SHIELD DATA - Aft				
Turn	Ray	Particle	Damage	Recharge
Turn 1				
Turn 2				
Turn 3				
Turn 4				

