

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

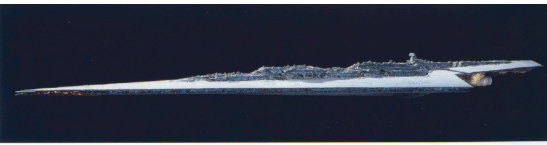
Class: Turbolaser
Mode: Standard
Damage: 3d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/+1
Interception Rating: -2
Rate of Fire: 1 per 2 turns

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

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

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 Lambda 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 Lambda 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.

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

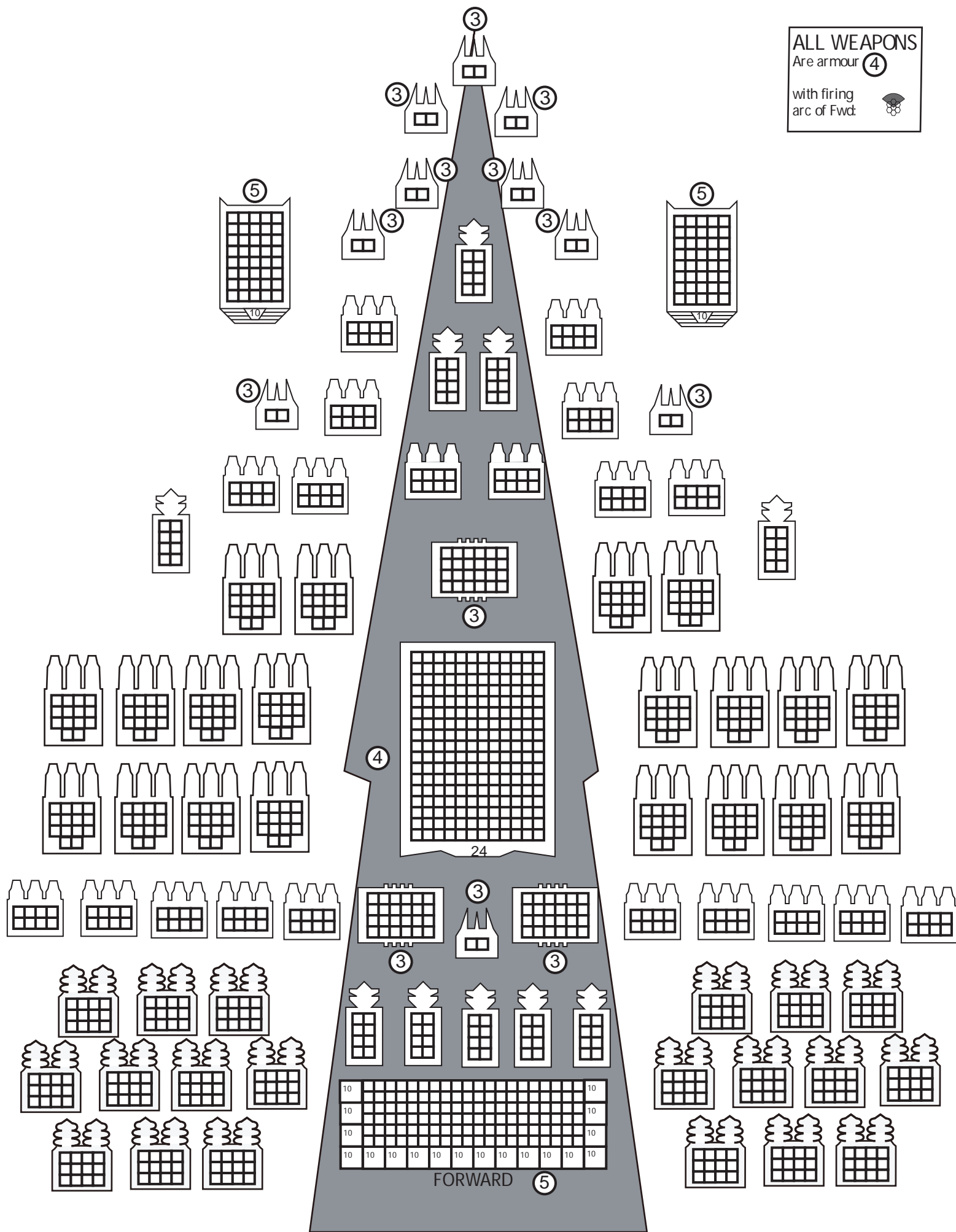
SHIELD DATA - Aft

| | 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 | | |

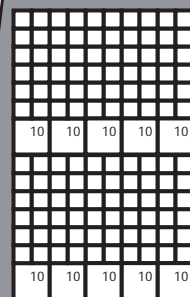
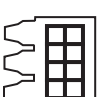
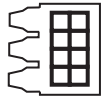
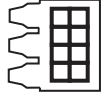
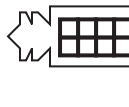
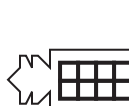
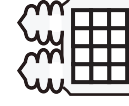
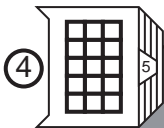
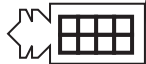
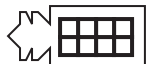
ALL WEAPONS
Are armour ④
with firing
arc of Fwd: 



ALL WEAPONS
(on FWD PORT)

Are armour ④

with firing
arc of :



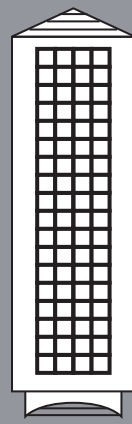
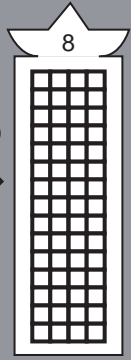
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FWD PORT

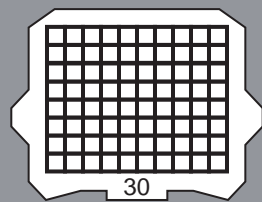
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PORT WEAPONS

Are armour ④

with firing

arc of :

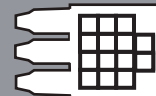


STBD WEAPONS

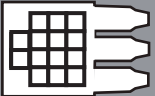
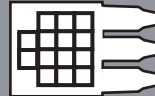
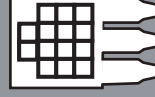
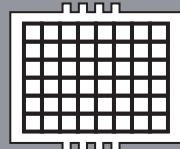
Are armour ④

with firing

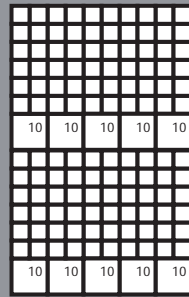
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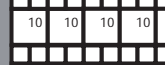
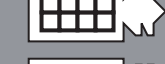
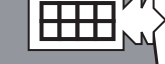
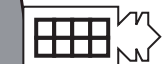


FWD STBD



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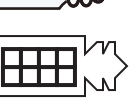
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ALL WEAPONS
(on FWD STBD)

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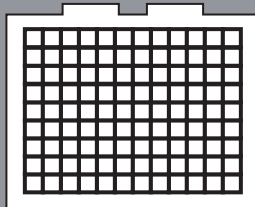
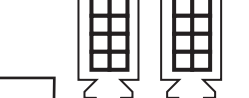
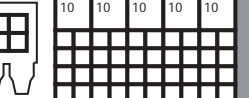
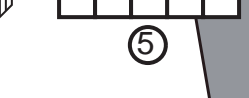
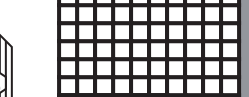
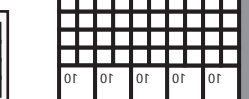
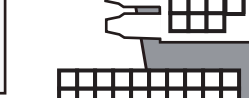
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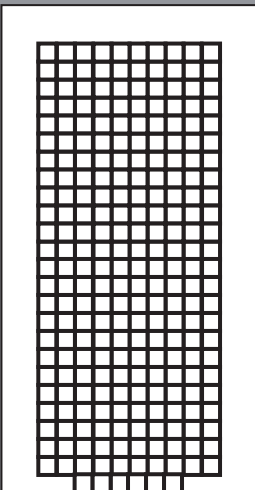
ALL WEAPONS
(on AFT PORT)

Are armour ④

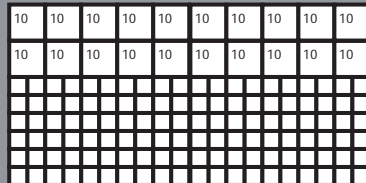
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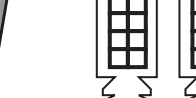
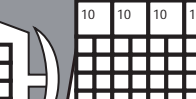
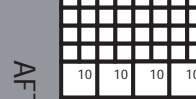
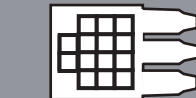
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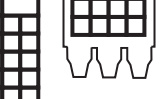
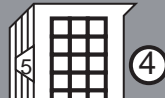
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ALL WEAPONS
(on AFT STBD)

Are armour ④

with firing
arc of :



AFT PORT

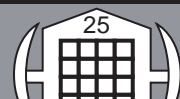
AFT STBD

PRIMARY

ALL WEAPONS

Are armour ④

with firing
arc of Aft:

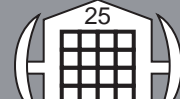


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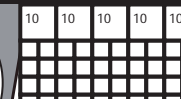


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