



Version 2: 2E/SW

Name: _____ Counter: _____

Imperator-I 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: 2500	Accel/Decel Cost: 6 Thrust	Engine Efficiency: 5/1
Ramming Factor: 560	Pivot Cost: N/A	Extra Power: +0
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	
Heavy Turbolaser Turret	
Class: TurboLaser Mode: Standard Damage: 2x2d10+12 Range Penalty: -1 per 3 hexes Fire Control: +4/+1/-4 Interception Rating: -1 Rate of Fire: 1 per 3 turns	
Heavy Ion Cannon Turret	
Class: Ion Mode: Ion Damage: 5/+12/d10+5 Range Penalty: -1 per 2 hexes Fire Control: +3/+1/-4 Interception Rating: n/a 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	
Twin Turbolaser	
Class: TurboLaser Mode: Standard Damage: 2x 1d10+8 Range Penalty: -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
6-8:	Triple Ion Cannon
9-10:	Twin Turbolaser
11-12:	Hangar
13-18:	Forward Struct
19-20:	PRIMARY Hit

SIDE HITS	
1-4:	Port/Stbd Thrust
5-7:	Hvy Turbolaser
8:	Hvy Ion Cannon
9-10:	Twin Turbolaser
11-12:	Triple Ion Cannon
13-18:	Port/Stbd Structure
19-20:	PRIMARY Hit

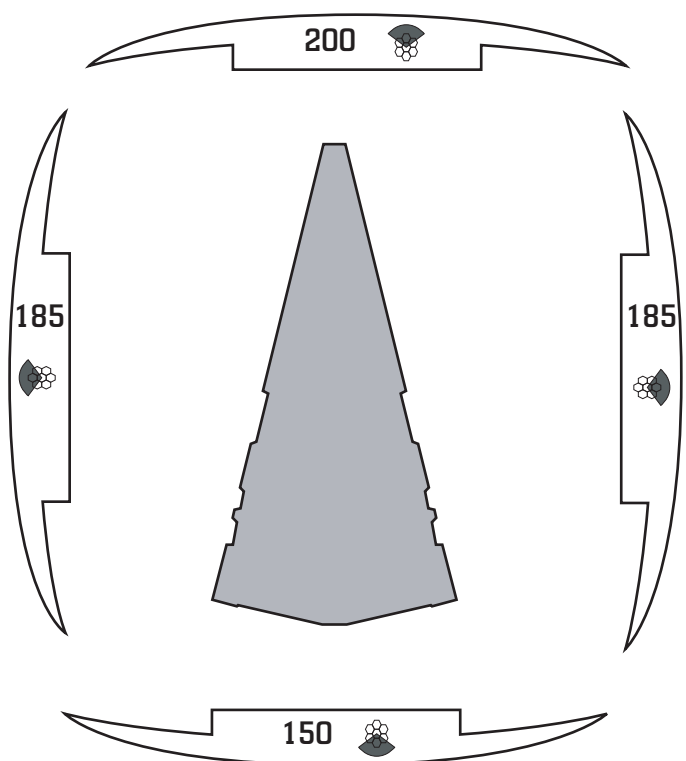
AFT HITS	
1-5:	Main Thrust
6-7:	Twin Turbolaser
8-9:	Triple Ion Cannons
10:	C&C
11:	Sensors
12:	Shield Generator
13-18:	Aft Structure
19-20:	PRIMARY Hit

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	<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"/>

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				
	Ray	Particle	Damage	Recharge
Turn 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Turn 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Turn 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Turn 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



SHIELD DATA - Port				
	Ray	Particle	Damage	Recharge
Turn 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Turn 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Turn 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Turn 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SHIELD DATA - Starboard				
	Ray	Particle	Damage	Recharge
Turn 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Turn 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Turn 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Turn 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SHIELD DATA - Aft				
	Ray	Particle	Damage	Recharge
Turn 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Turn 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Turn 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Turn 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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

