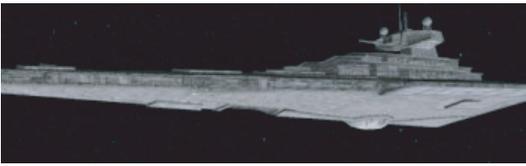


# Republic Victory Star Destroyer



## SPECS

Class: Capital Ship  
 In Service: -21 ANH  
 Point Value: 1150  
 Ramming Factor: 330  
 Hyper Delay: 12 turns

## MANEUVERING

Turn Cost: 2 x Speed  
 Turn Delay: 3/2 Speed  
 Accel/Decel Cost: 6 Thrust  
 Pivot Cost: 2+2 Thrust  
 Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15  
 Stb/Port Defense: 18  
 Engine Efficiency: 3/1  
 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	3	5	6	8	9	11	12	14	15	17	18

## WEAPON DATA

**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

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

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

## FORWARD HITS

- 1-3: Retro Thrust
- 4-5: Hangar
- 6-8: Twin Turbolaser
- 9-10: Asslt Concussion
- 11: Tractor Beam
- 12-18: Forward Struct
- 19-20: PRIMARY Hit

## SIDE HITS

- 1-4: Port/Stb Thrust
- 5-6: Assault Concussion
- 7: Quad Laser
- 8-10: Twin Turblaser
- 11-18: Port/Stb Struct
- 19-20: PRIMARY Hit

## AFT HITS

- 1-5: Main Thrust
- 6-7: Twin Turbolaser
- 8-9: Shield Generator
- 10-11: Asslt Concussion
- 12: Tractor Beam
- 13-18: Aft Struct
- 19-20: C-in-C

## PRIMARY HITS

- 1-10: Primary Struct
- 11-13: Hyperdrive
- 14-15: Sensors
- 16-18: Engine
- 19-20: Reactor

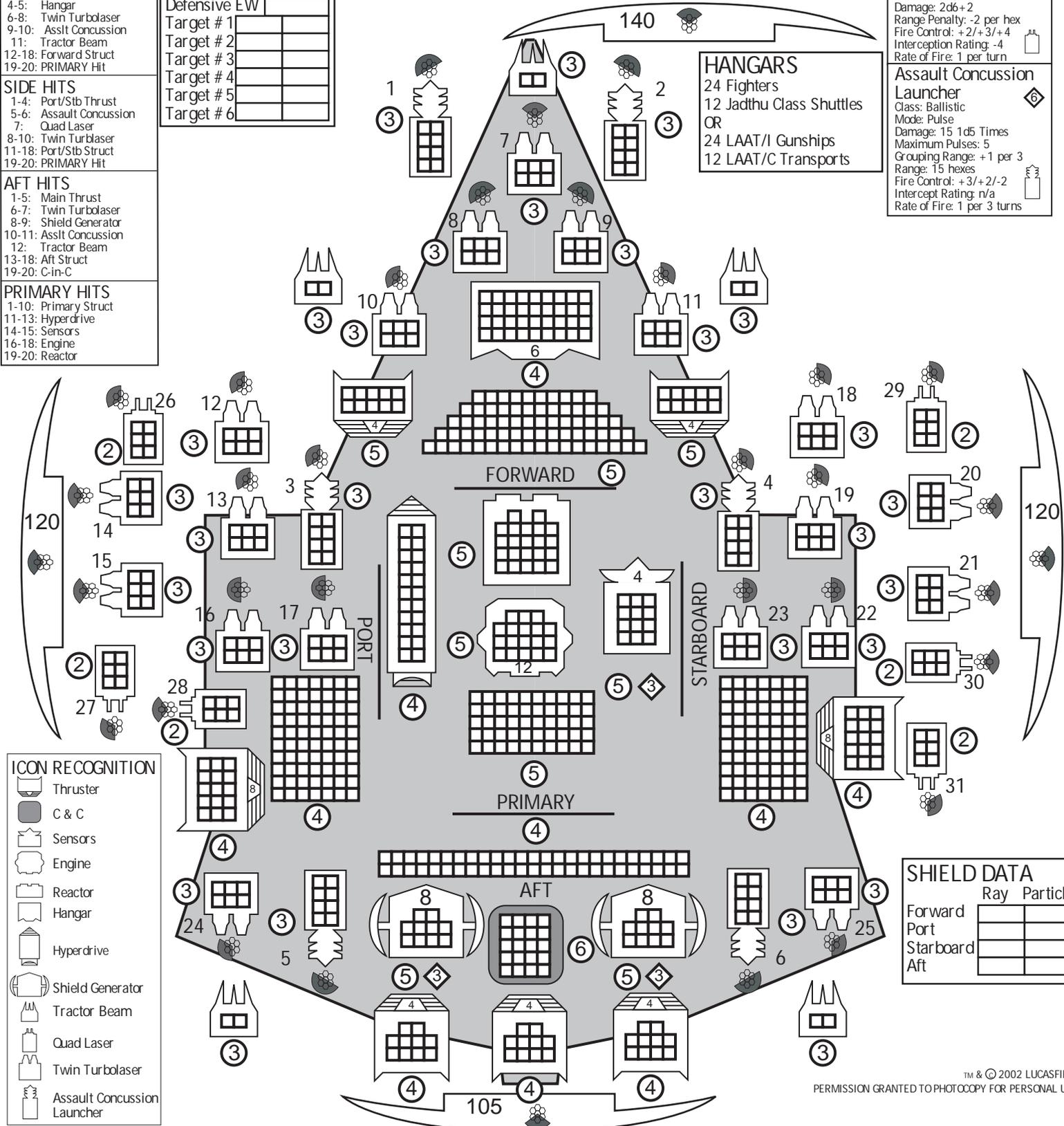
## SENSOR DATA

Defensive EW

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

## HANGARS

24 Fighters  
 12 Jadthu Class Shuttles  
 OR  
 24 LAAT/I Gunships  
 12 LAAT/C Transports



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Tractor Beam
- Quad Laser
- Twin Turbolaser
- Assault Concussion Launcher

## SHIELD DATA

	Ray	Particle
Forward		
Port		
Starboard		
Aft		