

# Imperial Dominator Cruiser

## SPECS

Class: Capital Ship

In Service: 3680

Point Value: 1300

Ramming factor: 330

Warp Delay: 8 Turns

Speed 1 2 3 4 5 6 7 8 9 10 11 12

Turn Cost 1 2 3 4 5 6 7 8 9 10 11 12

Turn Delay 1 2 3 4 5 6 7 8 9 10 11 12

## MANEUVERING

Turn Cost: 1x Speed

Turn Delay: 1x Speed

Accel/Decel Cost: 3 Thrust

Pivot Cost: 2+2 Thrust

Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14

Stb/Port Defense: 17

Engine Efficiency: 3/1

Extra Power: 0

Initiative Bonus: +0

## WEAPON DATA

### Lance Turret

Class: Laser

Modes: Raking

Damage: 2d10+10

Range Pen: -1 per 2 hexes

Fire Control: +4/+3/-6

Intercept Rating: n/a

Rate of Fire: 1 per 3 turns

Note: Ignores armor except advanced. See rules.

### Fusion Beamer

Class: Particle

Modes: Standard

Dmg: 2d10+2

Range Pen: -1 per 2 hexes

Interception Rating: -1

Rate of Fire: 1 per 2 turns

### Defense Turret

Intercept Rating: -4

Rate of Fire: 1 per turn

OFFENSIVE MODE:

Class: Particle

Mode: Standard

Damage: 1d10+8

Fire Control: +3/+1/-6

Range Penalty: -2 per hex

### Nova Cannon

Class: Ballistic

Mode: Flash

Damage: 12d10+10

Range Penalty: None

Max Range: 100 hexes

Min Range: 15 hexes

Fire Control: n/a

Intercept Rating: n/a

Rate of Fire: 1 per 3 turns

Special: Targeted on a hex, not

a unit. Damage before the

slash is scored on targets in

impact hex, damage after the

slash is scored on targets

one hex away. See rules.

## FORWARD HITS

1-6: Retro Thrust  
 7-9: Nova Cannon  
 10-11: Defensive Turret  
 12-18: Forward Struct  
 19-20: P PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
 6-9: Fusion Beamer  
 10-11: Lance Turret  
 12-18: P ort/Stb Struct  
 19-20: P RIMARY Hit

## AFT HITS

1-7: Main Thrust  
 8-9: Defensive Turret  
 10: Shield Generator  
 11-18: Aft Struct  
 19-20: P RIMARY Hit

## PRIMARY HITS

1-8: Primary Struct  
 9-11: Warp Engine  
 12-13: Sensors  
 14-15: Engine  
 16: Hangar  
 17-18: Reactor  
 19-20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

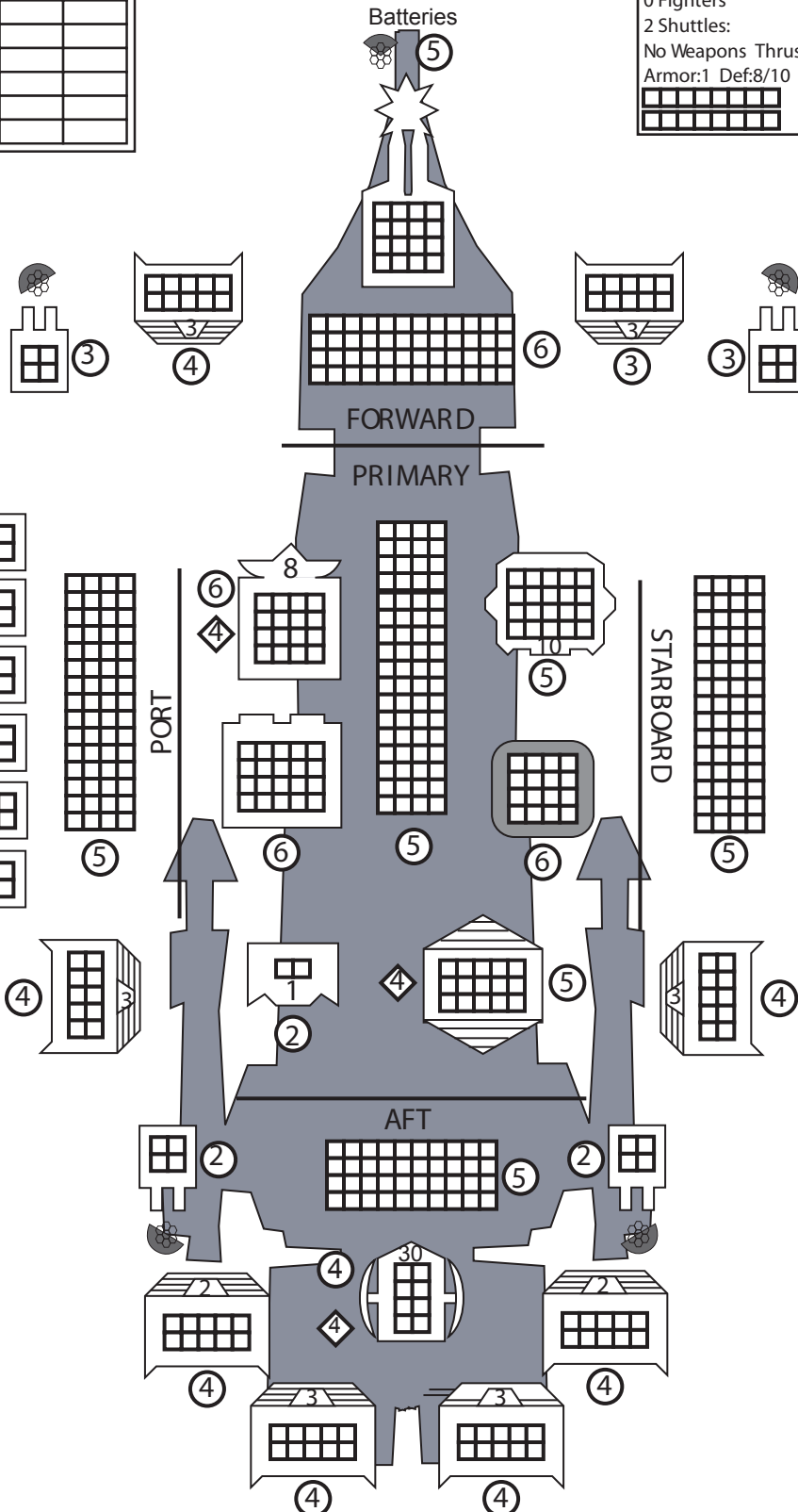
## MAIN HANGAR

0 Fighters

2 Shuttles:

No Weapons Thrust:

Armor:1 Def:8/10



All Port Batteries



All Stbd Batteries



## ICON RECOGNITION

Thruster

C &amp; C

Sensors

Engine

Warp Engine

Reactor

Hangar

Lance Turret

Fusion Beamer

Battery

Defense Turret

Nova Cannon