



EA Nova Dreadnought (Gamma Model)

SPECS

Class: Capital Ship
 In Service: 2259
 Point Value: 1400
 Ramming Factor: 360
 Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 1 x Speed
 Turn Delay: 4/3 Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 16 (12)
 Stb/Port Defense: 17 (13)
 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	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

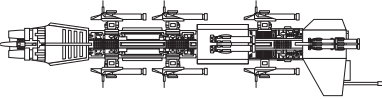
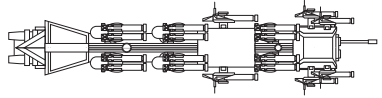
WEAPON DATA

Laser/Pulse Array
 This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

Medium Laser Cannon
 Class: Laser
 Mode: Raking
 Damage: 3d10+12
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Medium Pulse Cannon
 Class: Particle
 Mode: Pulse
 Damage: 10 1d5 Times
 Maximum Pulses: 6
 Grouping Range: +1 per 4
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+1
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns

Interceptor Mk-II
 Intercept Rating: -4
 Rate of Fire: 1 per turn
OFFENSIVE MODE:
 Class: Particle
 Mode: Standard
 Damage: 1d10+8
 Fire Control: -/-/+8
 Range Penalty: -2 per hex



- FORWARD HITS**
 1-3: Retro Thrust
 4-7: Laser/Pulse Array
 8-10: Interceptor
 11-18: Forward Struct
 19-20: PRIMARY Hit
- SIDE HITS**
 1-4: Port/Stb Thrust
 5-10: Laser/Pulse Array
 11: Interceptor
 12-18: Port/Stb Struct
 19-20: PRIMARY Hit
- AFT HITS**
 1-6: Main Thrust
 7-9: Laser/Pulse Array
 10-12: Interceptor
 13-18: Aft Struct
 19-20: PRIMARY Hit
- PRIMARY HITS**
 1-8: Primary Struct
 9-10: Jump Engine
 11-13: Sensors
 14-15: Engine
 16-17: Hangar
 18-19: Reactor
 20: C & C

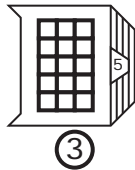
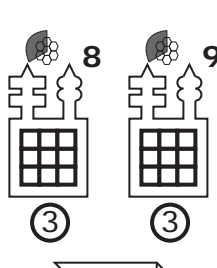
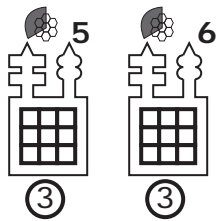
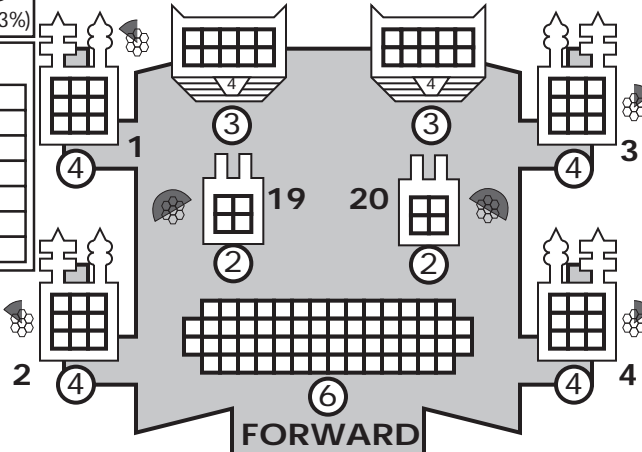
SPECIAL NOTES

Limited Deployment (33%)

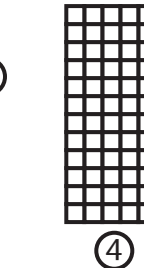
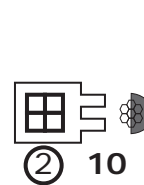
SENSOR DATA

Defensive EW

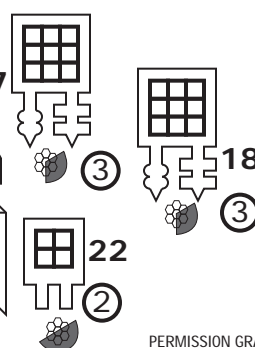
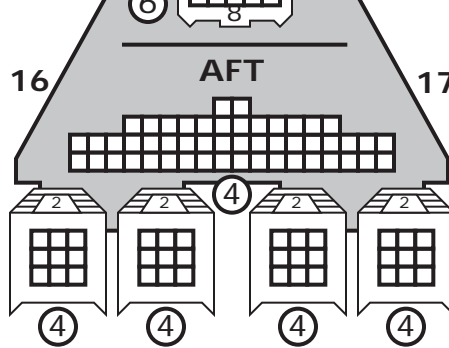
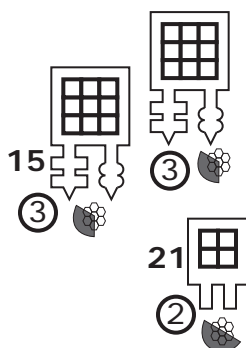
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



PORT



STARBOARD



- ICON RECOGNITION**
- Thruster
 - C & C
 - Sensors
 - Engine
 - Jump Engine
 - Reactor
 - Hangar
 - Laser/Pulse Array
 - Interceptor

HANGAR
 24 Fighters (T-Bolt Capable)
 2 Shuttles: Thrust: 3
 Armor: 1 Defense: 8/10