



FORWARD HITS
1-3:Retro Thrust
4-8:Sliser/Phsd Pulse Array
9-10:Interceptor
11-12:Energy Diffuser
13-18: Forward Struct
19-20:PRIMARY Hit

SIDE HITS
1-4:Port/Stb Thrust
5-6:Multiphased Cutter
7-9:Sliser/Phsd Pulse Array
10-12:Interceptor
13-18:Port/Stb Struct
19-20:PRIMARY Hit

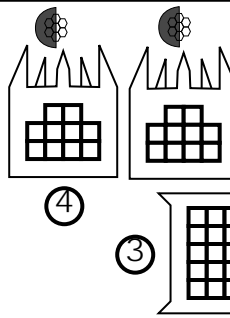
AFT HITS
1-6:Main Thrust
7-9: Dual Hvy Phsd Pulse
10-11: Interceptor
12-13: Energy Diffuser
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Struct
9-10: Jump Engine
11-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

Multiphased Cutter
Class: Molecular
Mode: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+6
Intercept Rating: -2
Rate of Fire: 3 per turn

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

Dual Heavy Phasing
Pulse Cannon
Class: Molecular
Mode: Pulse
Damage: 18 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +6/+5/+2
Intercept Rating: -2
Rate of Fire: 2 per 3 turns



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Energy Diffuser
- Slicer/Phasing Pulse Array
- Heavy Phasing Pulse Cannon
- Multiphased Cutter
- Interceptor

SPECIAL NOTES
Limited Deployment (33%)

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
0 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

EA Shadow Nova Dreadnought (Omega Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16 (12)
In Service: 2260	Turn Delay: 1 x Speed	Stb/Port Defense: 17 (13)
Point Value: 3000	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 360	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 24 Turns	Roll Cost: 2+2 Thrust	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	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA

Slicer/Phasing Pulse Array
This weapon can fire as either a lt. slicer or hvy. phasing pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

Light Molecular
Slicer Beam
Class: Molecular
Mode: Raking
Dmg, 1 Turn: 4d10+4
Dmg, 2 Turns: 6d10+6
Dmg, 3 Turns: 8d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +6/+4/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable.

Heavy Phasing
Pulse Cannon
Class: Molecular
Mode: Pulse
Damage: 18 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +6/+4/+2
Intercept Rating: -2
Rate of Fire: 1 per 3 turns

