



EA Nova Test Dreadnought



SPECIAL RULES

The small reactors power only the Hex Arrays they're attached to and cannot be used for anything else. (No other reactors can power these weapons.) If these reactors are destroyed, the Hex Array attached to them is destroyed.

SPECS

Class: Capital Ship

In Service: 2251

Point Value:

Ramming Factor: 360

Jump Delay: 24 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 2 3 4 6 7 8 10 11 12 14 15 16

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 (13)

Stb/Port Defense: 17 (14)

Engine Efficiency: 3/1

Extra Power: 0

Initiative Bonus: +0

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 3 turns

Interceptor Mk-I
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: -/-/+6
Range Penalty: -2 per hex

Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Rail Cannon
Class: Matter
Modes: Piercing
Damage: 5d10+10
Range Penalty: -1 per 3 hexes
Fire Control: +4/+1/-
Intercept Rating: n/a
Rate of Fire: 1 per 5 turns

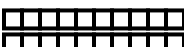
Hexagon Laser Array
Class: Laser
Mode: Raking (Special)
Damage: (2d10+6) x 6
Range Penalty: -1 per hex
Fire Control: +4/+2/-1
Intercept Rating: -4
Rate of Fire: 1 per 3 turns
Special: Scores each 2d10+6 as a separate sub-volley.

HANGAR

12 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10



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PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE

FORWARD HITS
1-3: Retro Thrust
4-5: Laser/Pulse Array
6-7: Rail Cannon
8-10: Interceptor
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-3: Port/Stb Thrust
4-6: Hex Array
7: Reactor
8-9: Laser/Pulse Array
10-11: Pulse Cannon
12-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Std Particle Beam
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

Unique Ship

SENSOR DATA

Defensive EW

Target #1

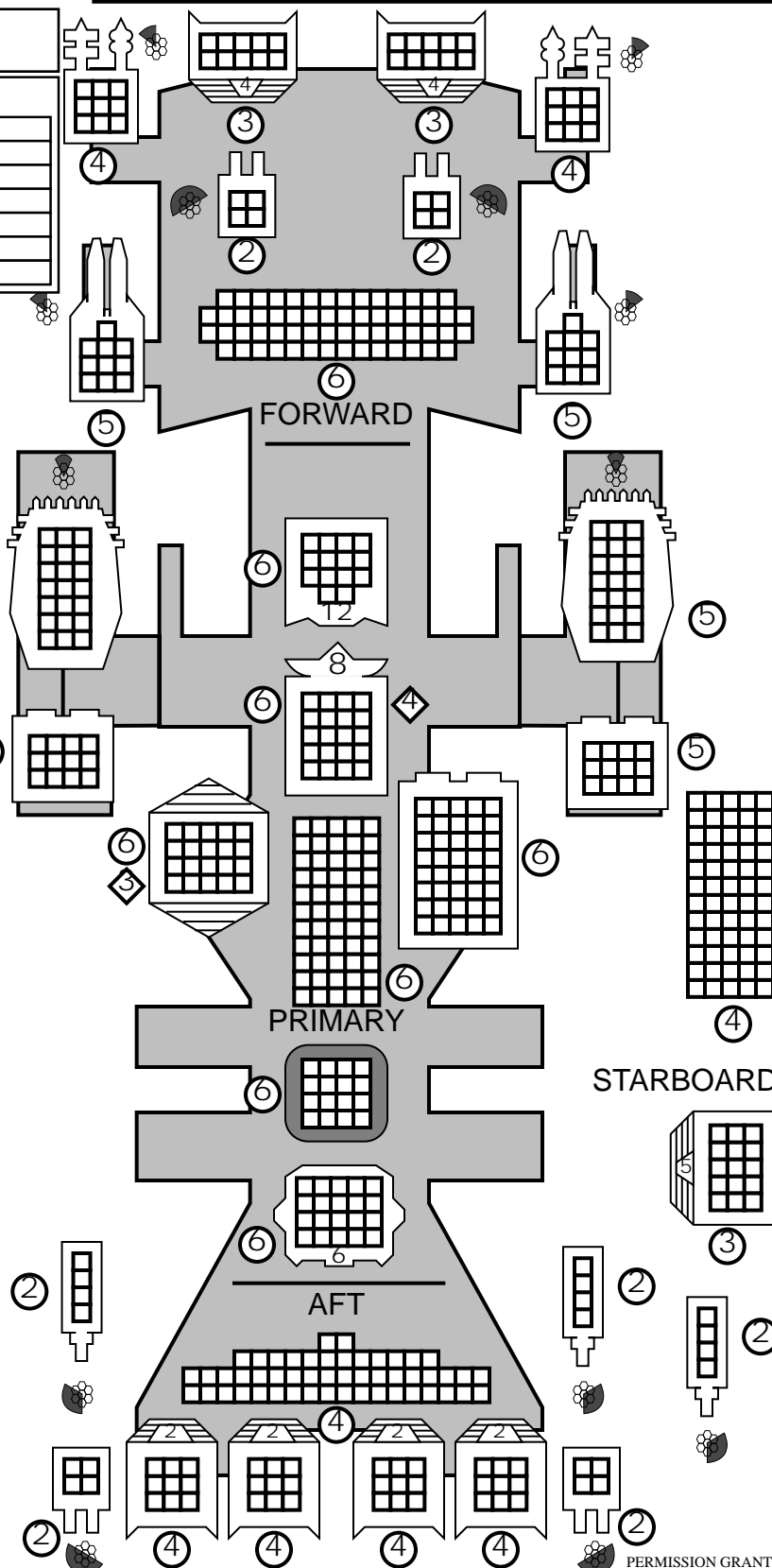
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Laser/Pulse Array
- Interceptor
- Rail Cannon
- Std Particle Beam
- Med Pulse Cannon
- Hexagon Laser Arra