

# EA Nova Assault DN (Epsilon Model)

## SPECS

Class: Capital Ship  
In Service: 2231  
Point Value: 850  
Ramming Factor: 380  
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 (13)  
Stb/Port Defense: 17 (14)  
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

### Railgun

Class: Matter  
Modes: Standard  
Damage: 3d10+3  
Range Penalty: -1 per 2 hexes  
Fire Control: +2/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

### Class-S Missile Rack

Class: Ballistic  
Missiles: 20  
Range Penalty: None  
Fire Control: +3/+3/+3  
Rate of Fire: 1 per 2 turns

### Basic Missile

Mode: Standard  
Damage: 20  
Max Range: 15 hexes  
Fire Control: +0/+0/+0  
Interception Rating: n/a

### 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

## FORWARD HITS

1-3: Retro Thrust  
4-7: Railgun  
8-10: Interceptor  
11-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-7: Missile Rack  
8: Interceptor  
9-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Railgun  
9-11: Interceptor  
12-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-7: Primary Struct  
8-9: Cargo  
10-11: Jump Engine  
12-13: Sensors  
14-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Limited Deployment (33%)

## SENSOR DATA

Defensive EW

Target #1

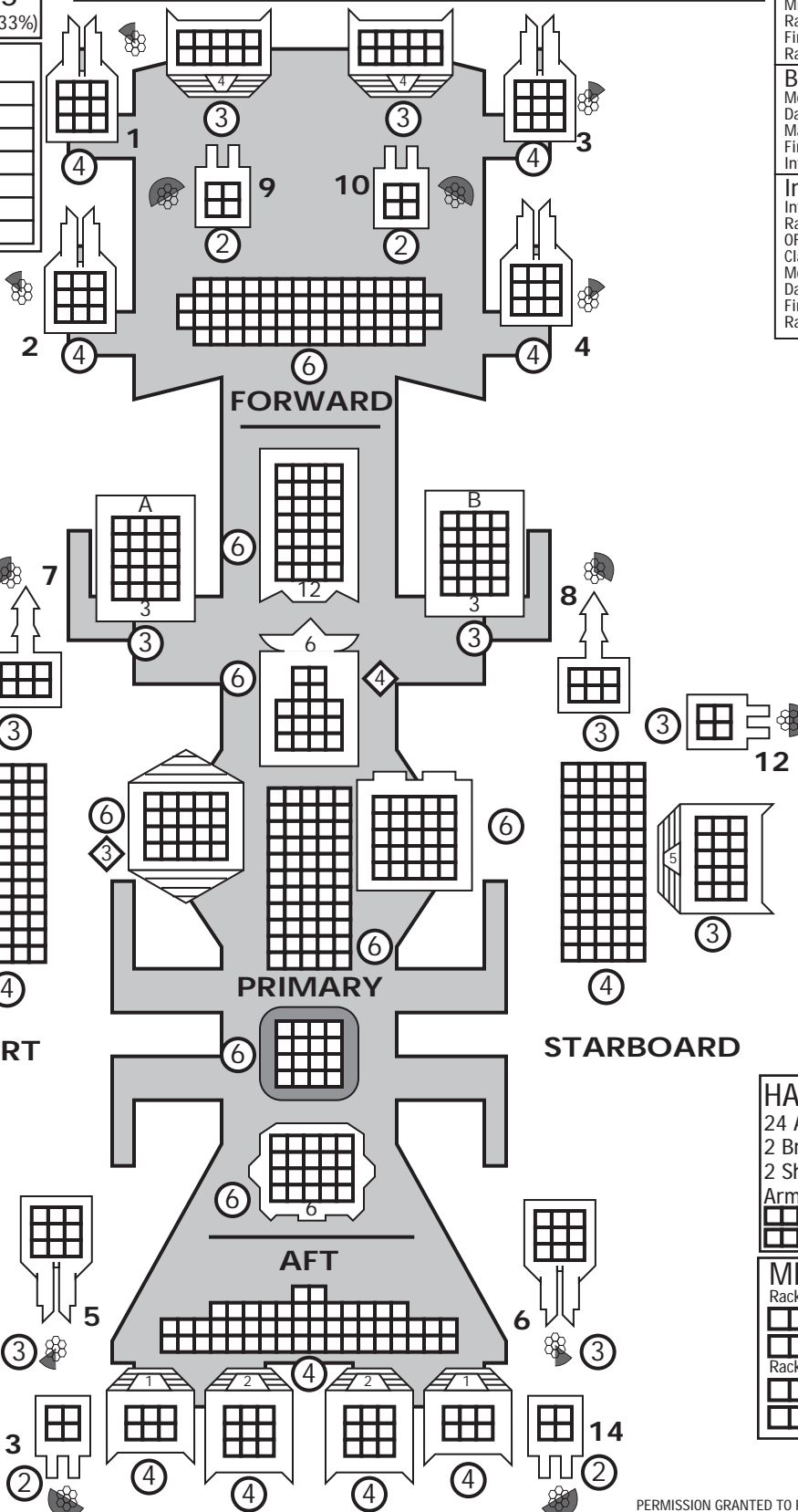
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo
- Class-S Missile Rack
- Railgun
- Interceptor

## HANGAR

24 Assault Shuttles  
2 Breaching Pods  
2 Shuttles: Thrust: 3  
Armor: 1 Defense: 8/10

## MISSILES

Rack #7

Rack #8