

EA ShadowNova DN (Epsilon Model)

SPECS

Class: Capital Ship
In Service: 2261?
Point Value: ?
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: 15 (11)
Stb/Port Defense: 16 (12)
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: 0

WEAPON DATA

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

HANGAR

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

FORWARD HITS

1-3: Retro Thrust
4-7: Phasing Pulse Cannon
8-9: Interceptor
10-11: Energy Diffuser
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-11: Phasing Pulse Cannon
12-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

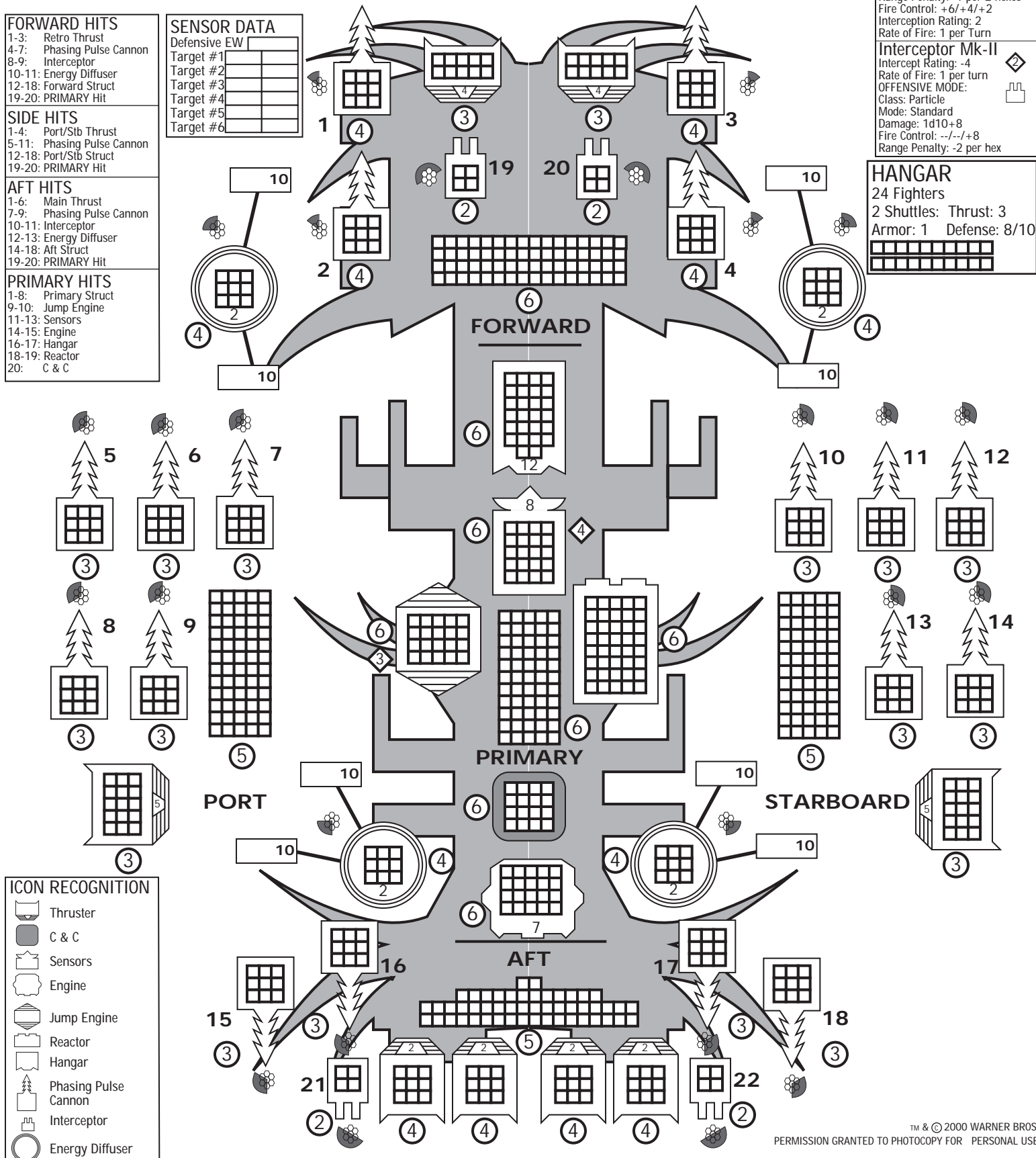
1-6: Main Thrust
7-9: Phasing Pulse Cannon
10-11: Interceptor
12-13: Energy Diffuser
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

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

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
- Phasing Pulse Cannon
- Interceptor
- Energy Diffuser