

Nova Variant (Unique)

Version 3: 2E/SF

Name: _____

Counter: _____

EA Nova Dreadnought (Delta Model)

SPECS

Class: Capital Ship
In Service: 2245
Point Value:
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

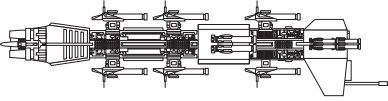
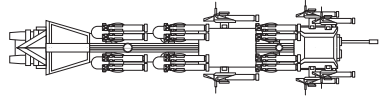
Fwd/Aft Defense: 16 (13)
Stb/Port Defense: 17 (14)
Engine Efficiency: 3/1
Extra Power: -14
Initiative Bonus: +0

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

BABYLON

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

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
5-11: Railgun
12-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Railgun
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 Unit

SENSOR DATA

Defensive EW

Target #1

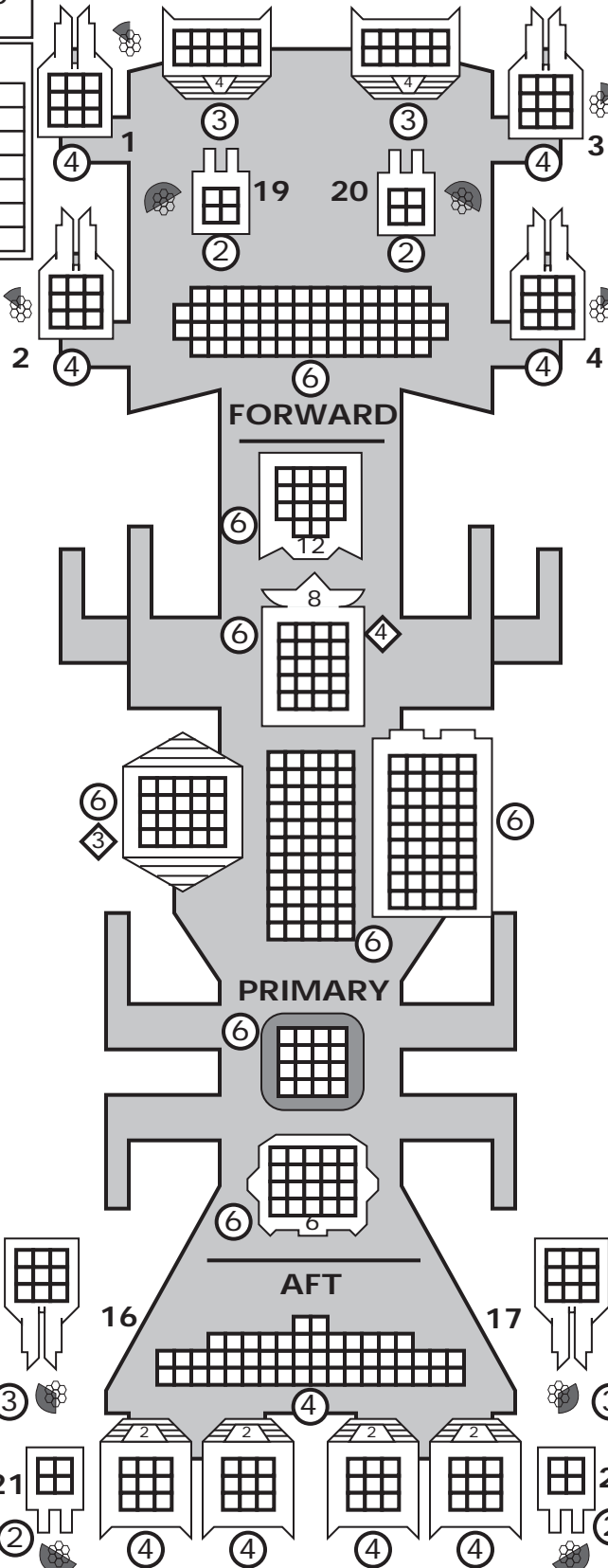
Target #2

Target #3

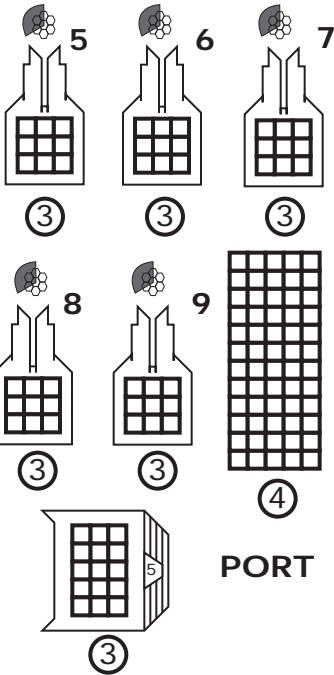
Target #4

Target #5

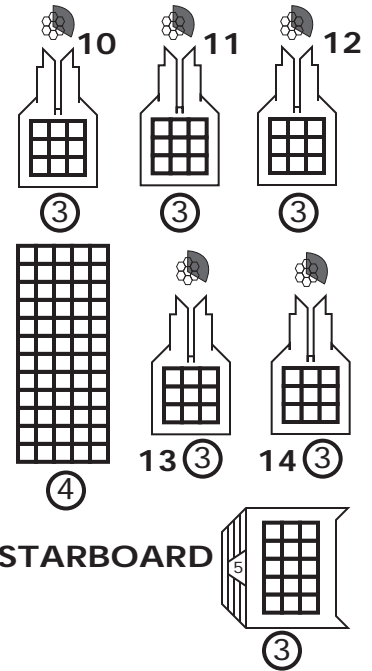
Target #6



Railgun Ammo Records			
1		10	
2		11	
3		12	
4		13	
5		14	
6		15	
7		16	
8		17	
9		18	



PORT



STARBOARD

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Railgun
- Interceptor

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