

# EA Nova Dreadnought (Gamma Model)

## SPECS

Class: Capital Ship  
In Service: 2262  
Point Value: 2100+  
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: 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

**Hvy Laser/Pulse Array**  
This weapon can fire as either a heavy laser or heavy pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

## Heavy Laser Cannon

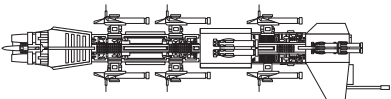
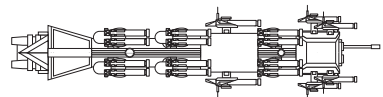
Class: Laser  
Modes: R, S  
Damage: 4d10+20  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+2/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns

## Heavy Pulse Cannon

Class: Particle  
Mode: Pulse  
Damage: 15 1d5 Times  
Maximum Pulses: 6  
Grouping Range: +1 per 4  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+3/-1  
Intercept Rating: -1  
Rate of Fire: 1 per 3 turns

## 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



## FORWARD HITS

1-3: Retro Thrust  
4-7: Laser/Pulse Array  
8-10: Interceptor  
11-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

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

## AFT HITS

1-6: Main Thrust  
7-9: Laser/Pulse Array  
10-12: Interceptor  
13-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

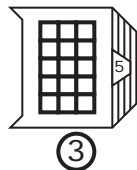
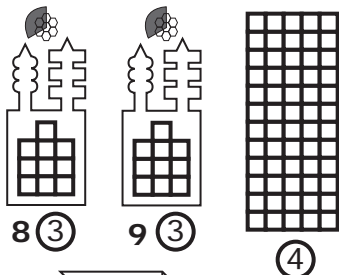
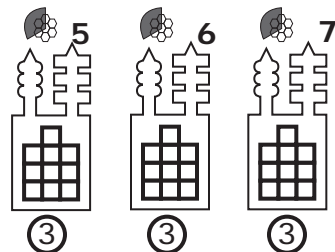
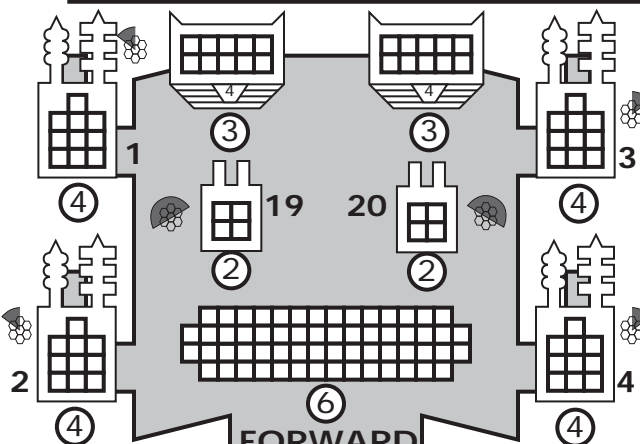
1-8: Primary Struct  
9-10: Jump Engine  
11-12: Sensors  
13-14: Engine  
15-16: Hangar  
17-19: Reactor  
20: C & C

## SPECIAL NOTES

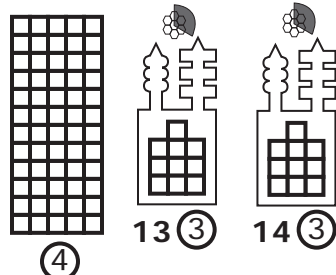
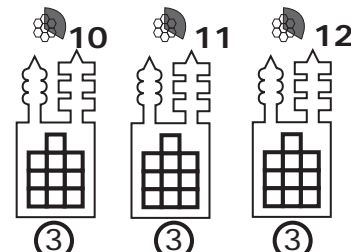
**Unique**  
+3 to all Reactor Critical Hit Rolls  
Roll of 20 to hit with HPLA forces crit roll for that gun

## SENSOR DATA

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



PORT

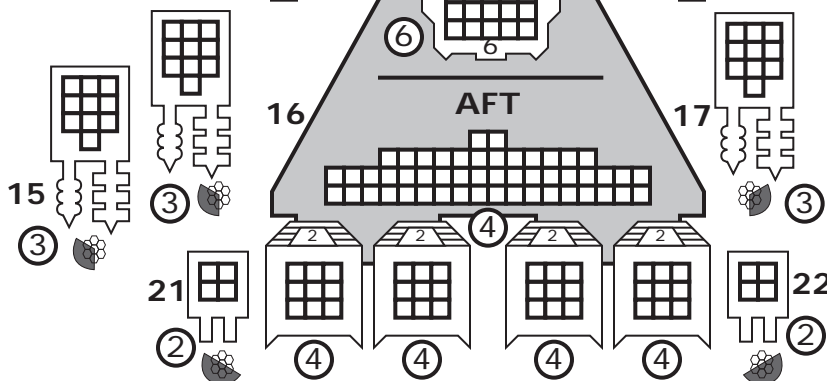


STARBOARD



## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Laser/Pulse Array
- Interceptor



## HANGAR

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

