

Torata Nova II Dreadnought

SPECS	MANEUVERING								COMBAT STATS			
Class: Capital Ship	Turn Cost: 1 x Speed								Fwd/Aft Defense: 16			
In Service: N/A	Turn Delay: 4/3 Speed								Stb/Port Defense: 17			
Point Value: 1350?	Accel/Decel Cost: 3 Thrust								Engine Efficiency: 3/1			
Ramming Factor: 360	Pivot Cost: 3+3 Thrust								Extra Power: 0			
Jump Delay: 24 Turns	Roll Cost: 2+2 Thrust								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

Laser Accelerator
 Class: Laser
 Mode: Raking
 Damage: 4d10+16
 Range Penalty: -1 per 3 hexes
 Fire Control: +2/+2/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns
 Special: Can fire at an accelerated ROF for less damage, as shown below:
 1 per 2 turns: 2d10+6
 1 per 3 turns: 3d10+10

Pulse Accelerator
 Class: Laser
 Mode: Pulse
 Damage: 12 1d3 times
 Maximum Pulses: 4
 Pulse Grouping: +1 per 5
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+3/+1
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
 Special: Can fire at an accelerated ROF for less pulses, as shown below:
 1 per 2 turns: 3 pulses, 1d2 hit
 1 per turn: 2 pulses, 1 hit

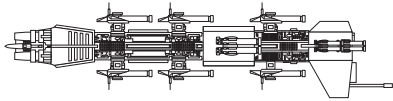
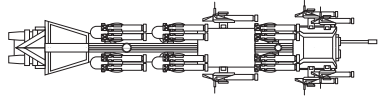
Particle Accelerator
 Class: Particle
 Mode: Raking
 Damage: 2d10+14
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+4/+2
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns
 Special: Can fire at an accelerated ROF for less damage, as shown below:
 1 per turn: 1d10+4 / Int -2

Pentagon Array
 Class: Particle
 Mode: Raking (Special)
 Damage: 5 sub-volleys of 1d10
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -5
 Rate of Fire: 1 per turn
 Special: Scores each 1d10 as a separate sub-volley.

Lt Particle Beam
 Class: Particle
 Modes: Standard
 Damage: 1d10+4
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

HANGAR

24 Fighters
 2 Shuttles: Thrust: 5
 Armor: 0 Defense: 9/10



FORWARD HITS

1-3: Retro Thrust
 4-5: Laser Accelerator
 6-7: Pulse Accelerator
 8-10: Lt. Particle Beam
 11-18: Forward Structure
 19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
 5: Pulse Accelerator
 6: Particle Accelerator
 7-11: Pentagon Array
 12-18: Port/Stb Structure
 19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
 7-9: Pulse Accelerator
 10-12: Lt. Particle Beam
 13-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Never Built

SENSOR DATA

Defensive EW

Target #1

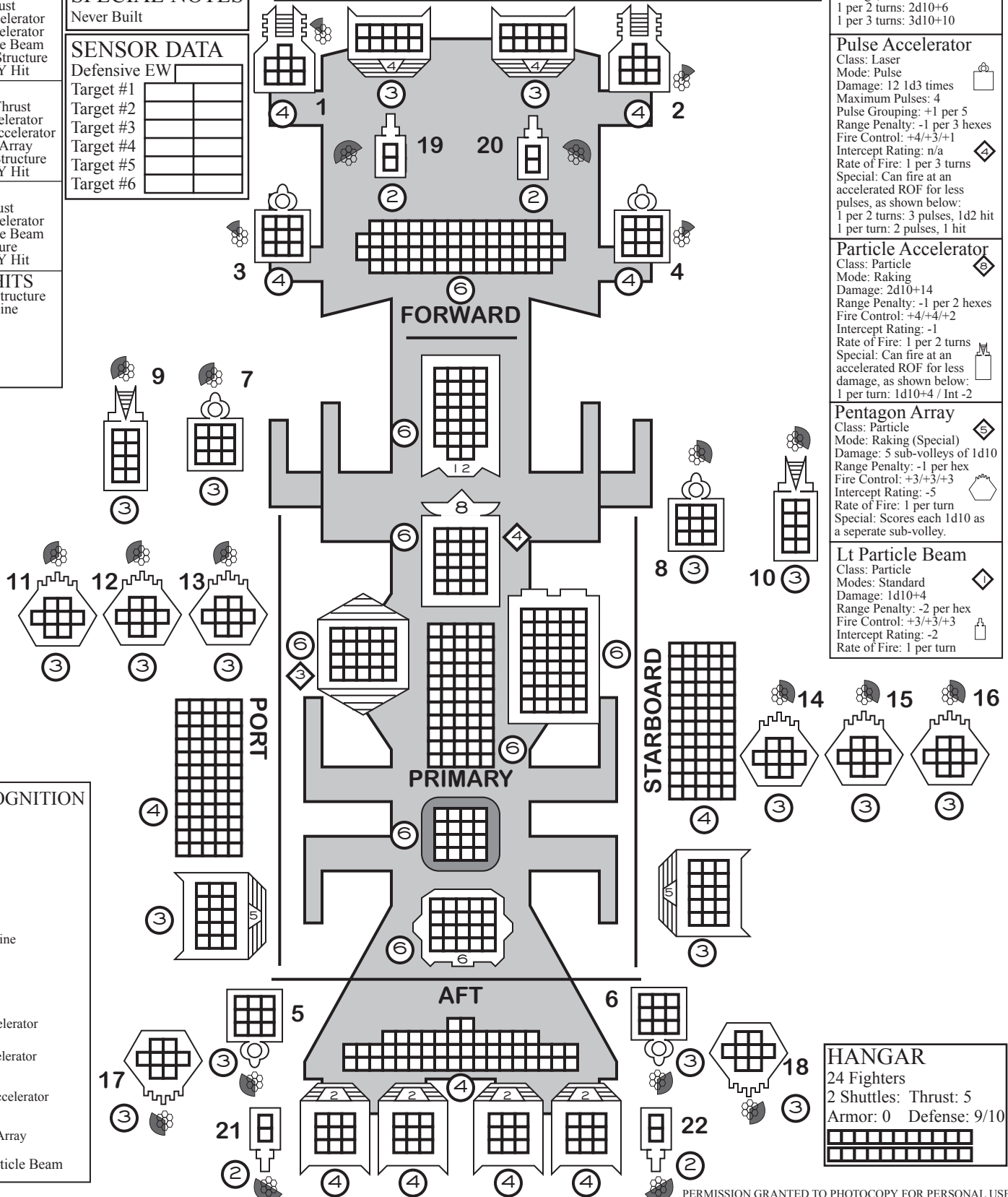
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Laser Accelerator
- Pulse Accelerator
- Particle Accelerator
- Pentagon Array
- Light Particle Beam