

Torata Nova Dreadought

SPECS

Class: Capital Ship
In Service: N/A
Point Value: 1350?
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
Stb/Port Defense: 17
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	5	6	7	8	10	12	14	15	16

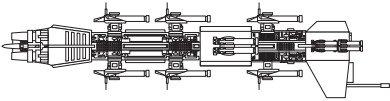
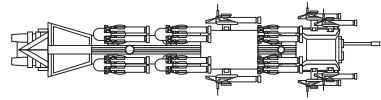
WEAPON DATA

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

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



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: Lt. Particle Beam
6: Std. Particle Beam
7-11: Particle Accelerator
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

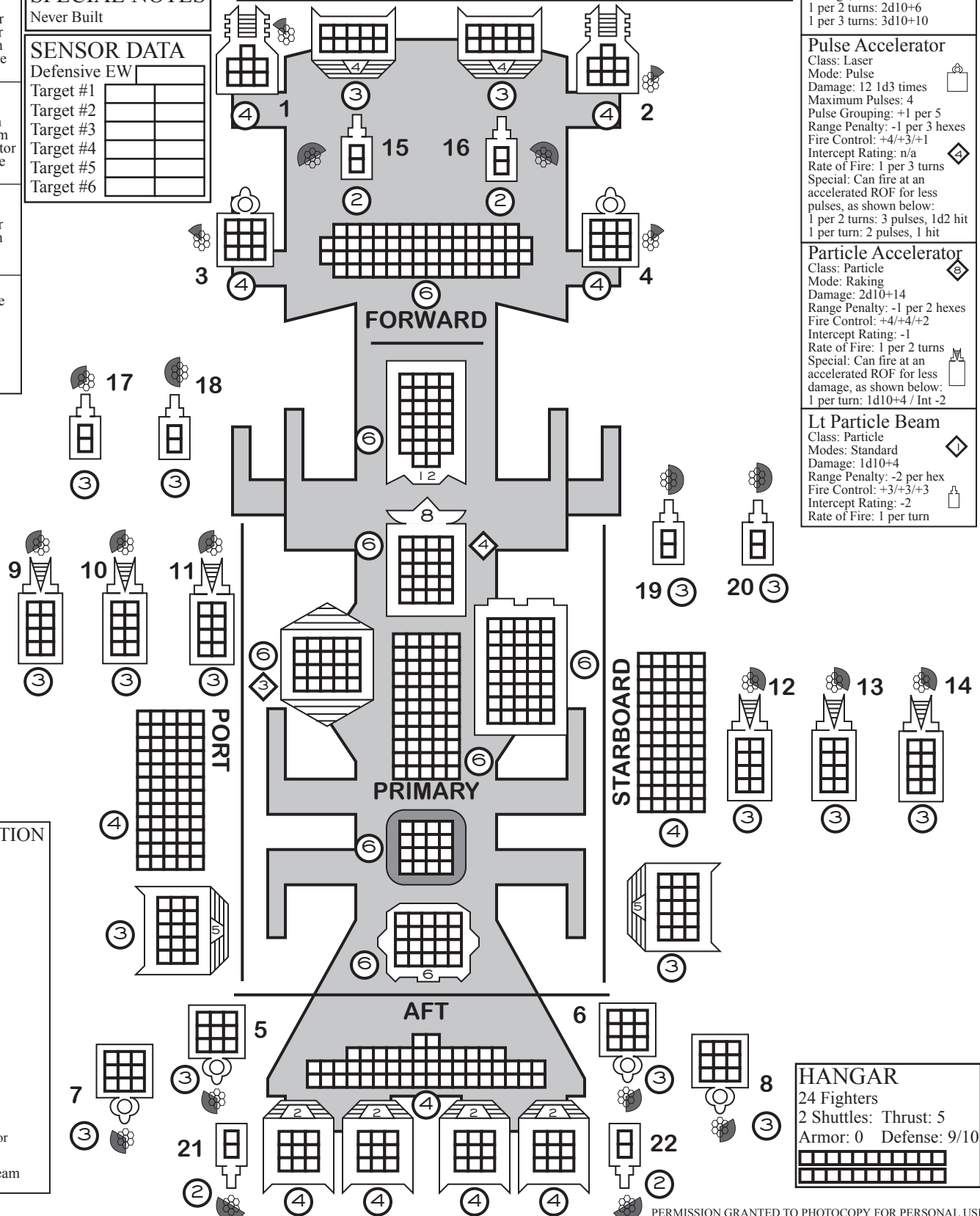
Target #2

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
- Light Particle Beam

HANGAR

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