

Nova Dreadnought

Earth Alliance

Ship Name : _____

Counter : _____



COMBAT STATS

SPECS

Class Cap
Point value 1350

HANGAR

Launch: 12/tum
Fighters 24
Shuttles 2

S1: _____

S2: _____

Free thrust 8
Sensors 8
Engine Effic. 3/1
Power +0
Init bonus +0

MANOEUVRING

Acceleration 3
Turn Cost 1
Turn delay 4/3
Pivot 3
Roll 2
Slide 1/5

Forward Hits

1-3 : Retro thruster (3)
4-7 : Laser/pulse array (4)
8-10 : Interceptor (2)
11-18 : Structure (6)
19-20 : PRIMARY hit (6)

Aft Hits

1-6 : Main thruster (4)
7-9 : Laser/pulse array (3)
10-12 : Interceptor (2)
13-18 : Structure (4)
19-20 : PRIMARY hit (4)

Side Hits

1-6 : Side thruster (3)
7-9 : Laser/pulse array (3)
10-12 : Interceptor (2)
13-18 : Structure (4)
19-20 : PRIMARY hit (4)

PRIMARY HITS

1-8 : Structure (6)
9-10 : Jump engine (6)
11-13 : Sensors (6)
14-15 : Engine (6)
16-17 : Hangar (6)
18-19 : Reactor (6)
20 : C&C (6)

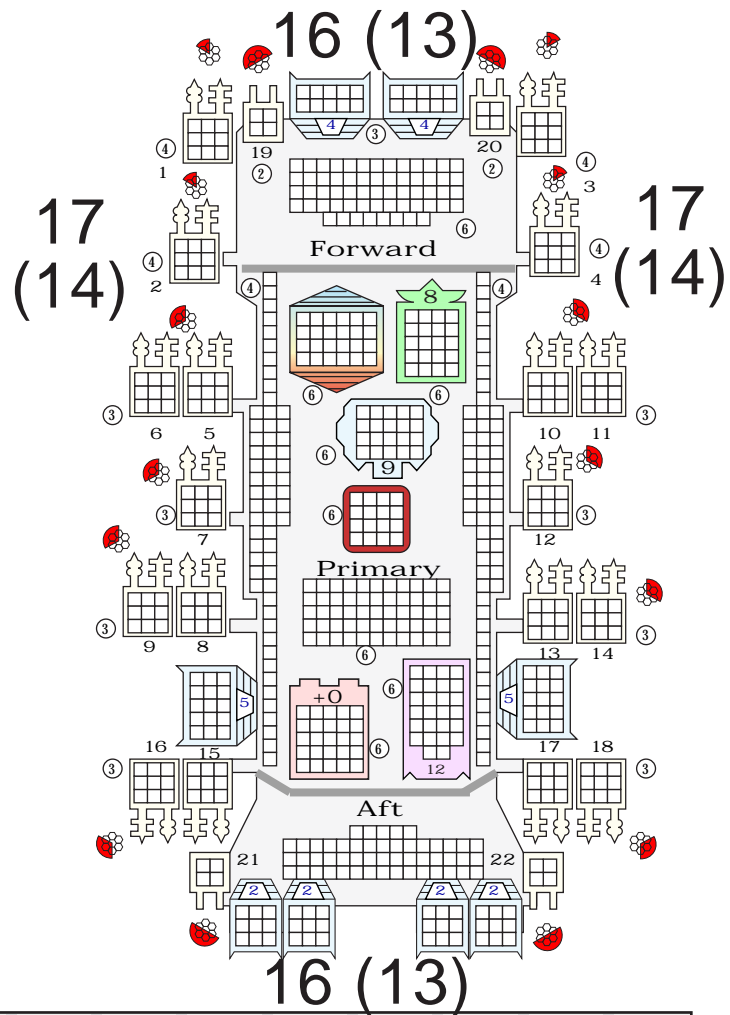
WEAPON	Type	Int	RoF	Mode	Range	Fire Ctrl	Damage
Laser-Pulse array	Laser	n/a	1/3	R	-1/ 2hexes	+3/+2/-2	3d10+12
Interceptor Mk-II	Particle	-4	1	Std	-2/ hex	+4/+3/+1 -/-/+8	d 5 x 10 d10 + 8

Notation :

D = Deactivated

xxx = Target for fire declarations

+1 = Starboard slide / CW pivot



System	Power	Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14
1. Laser / Pulse array	5														
2. Laser / Pulse array	5														
3. Laser / Pulse array	5														
4. Laser / Pulse array	5														
5. Laser / Pulse array	5														
6. Laser / Pulse array	5														
7. Laser / Pulse array	5														
8. Laser / Pulse array	5														
9. Laser / Pulse array	5														
10. Laser / Pulse array	5														
11. Laser / Pulse array	5														
12. Laser / Pulse array	5														
13. Laser / Pulse array	5														
14. Laser / Pulse array	5														
15. Laser / Pulse array	5														
16. Laser / Pulse array	5														
17. Laser / Pulse array	5														
18. Laser / Pulse array	5														
19. Interceptor	1														
20. Interceptor	1														
21. Interceptor	1														
22. Interceptor	1														
Sensors	4														
Extra Power	+0														
EW / Thrust bought															
EW / Thrust total 8 / 6															
Defensive EW															
CCEW															
Target 1															
Target 2															
Target 3															
Target 4															
INITIATIVE +0															
Acceleration (3)															
Speed															
Slide (change / final)															
Pivot (change / final)															

