



Ship Datacard

Supernova Dreadnaught

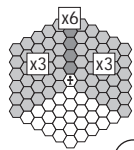
SHIP NAME: _____

ID: _____

SQUADRON: _____

Class: Particle
Range: 2/4/6/8
Fire Control: d10/d10/d10
Damage: d8
Max Shots/Turn: 3

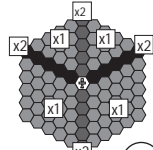
Std Particle Beam



x3

Class: Plasma
Range: 2/4/6/8
Fire Control: d10/d8/-
Damage: 4d8/3d8/2d8/d8
Max Shots/Turn: 1

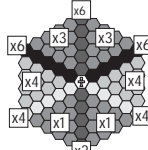
Medium Plasma



x1

Class: Laser
Range: 4/8/12/16
Fire Control: d10/d8/d4
Damage: 3d10 (-1 per die)
Max Shots/Turn: 1

Medium Laser



CMD RATING: 5
CMD COST: 4
DEF RATING: 14
ARMOR: 4/4/4
SENSOR: 9
AVAIL: Rare

RACE: EARTH ALLIANCE
CLASS: Supernova Dreadnaught
CATEGORY: CAPITAL
YEAR IN SERVICE: 2240
JUMP DRIVE: YES
POINT VALUE: 430

FIGHTER LOADOUTS:

LOADOUT 1 (2240-2242)
NOVA - 4 FLIGHTS
COST: 610

Special Rules (Unstable):
On a severe hit, roll another d10.
On an 8+, the Supernova takes an additional structure point of damage.

NOTES:
INTERCEPTOR
Level 1

STRUCTURAL DATA

RATING/NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE																														
SENSORS																														
MEDIUM LASER																														
MEDIUM PLASMA																														
Std. Particle Beam																														

MANEUVERING DATA

SPEED/RATING	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COME ABOUT																														
HARD TURN																														
COURSE CORRECT																														
TURN																														
MAX ACCEL																														
MAX DECEL																														