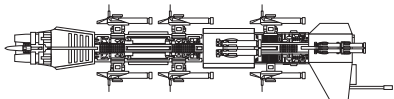
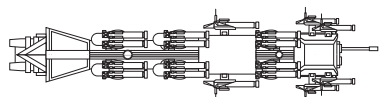




EA Nova Dreadnought (DW)

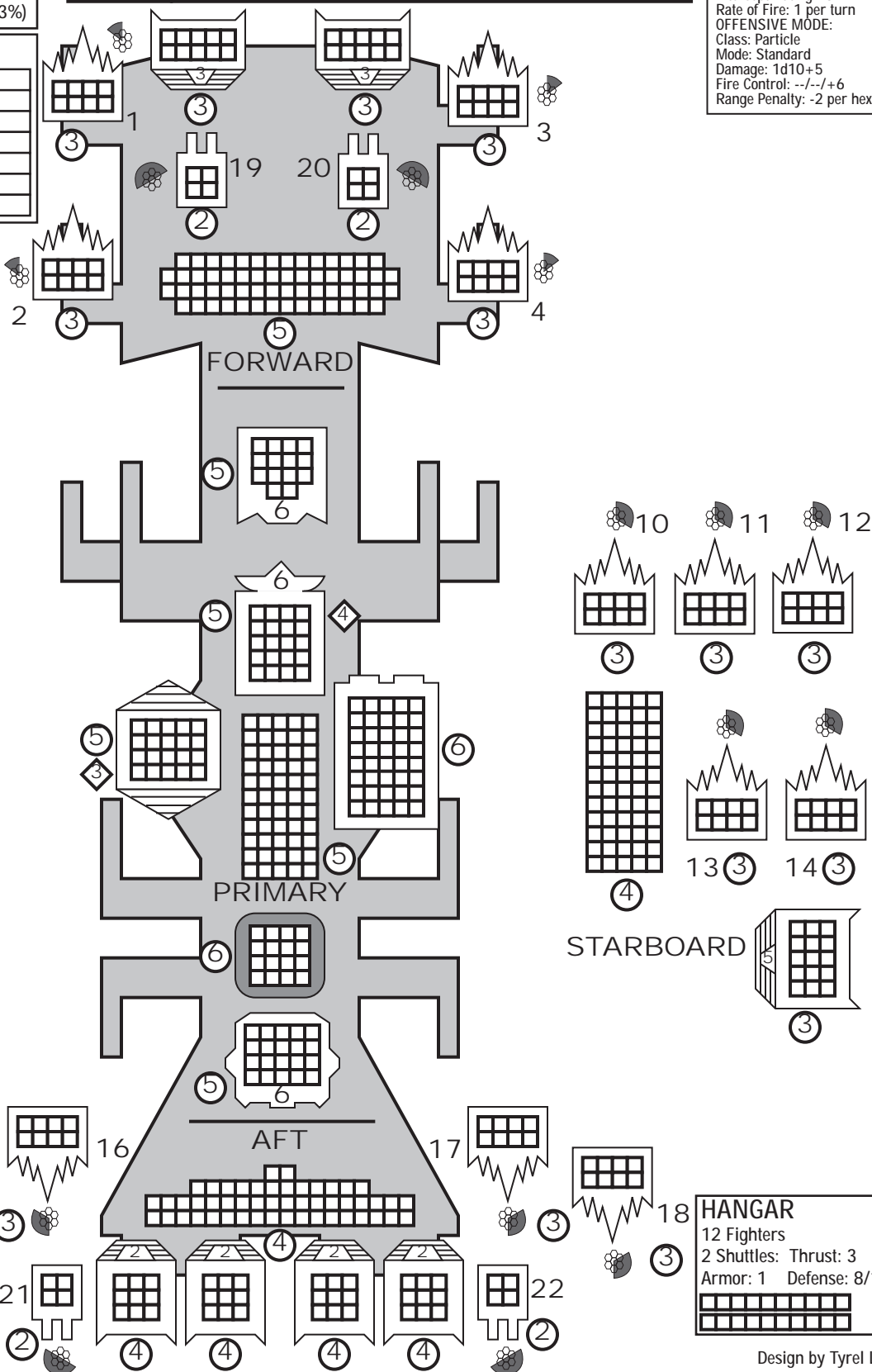
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16 (13)
In Service: 2209	Turn Delay: 4/3 Speed	Stb/Port Defense: 17 (14)
Point Value: 1400	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 360	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 28 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	
Hvy. Plasma Cannon	Class: Plasma Modes: Standard Dmg: 4d10+8 (-1 per 2 hexes) Range Penalty: -2 per 3 hexes Fire Control: +3/+1/-5 Intercept Rating: n/a Rate of Fire: 1 per 3 turns
Interceptor Mk-I	Intercept Rating: -3 Rate of Fire: 1 per turn OFFENSIVE MODE: Class: Particle Mode: Standard Damage: 1d10+5 Fire Control: -/-/+6 Range Penalty: -2 per hex



FORWARD HITS	
1-3:	Retro Thrust
4-7:	Heavy Plasma Cannon
8-10:	Interceptor
11-18:	Forward Struct
19-20:	PRIMARY Hit
SIDE HITS	
1-4:	Port/Stb Thrust
5-11:	Heavy Plasma Cannon
12-18:	Port/Stb Struct
19-20:	PRIMARY Hit
AFT HITS	
1-6:	Main Thrust
7-9:	Heavy Plasma Cannon
10-12:	Interceptor
13-18:	Aft Struct
19-20:	PRIMARY Hit
PRIMARY HITS	
1-8:	Primary Struct
9-10:	Jump Engine
11-13:	Sensors
14-15:	Engine
16-17:	Hangar
18-19:	Reactor
20:	C & C

SPECIAL NOTES	
Limited Deployment (33%)	
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
	Heavy Plasma Cannon
	Interceptor

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