

Nova Variant (Rare)

Version 2: 2E/DDF

Name: _____

Counter: _____

EA Nova Dreadnought (Delta Model)

SPECS

Class: Capital Ship
In Service: 2242
Point Value: 1350
Ramming Factor: 360
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 4/3 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 16 (13)
Stb/Port Defense: 17 (14)
Engine Efficiency: 3/1
Extra Power: +2
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/Pulse Array
This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

Laser Mode

Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Pulse Mode

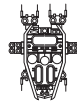
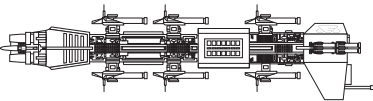
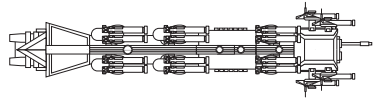
Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Class-R Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn

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

1-4: Retro Thrust
5-8: Laser/Pulse Array
9-11: Interceptor
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-9: Laser/Pulse Array
10-11: Missile Rack
12-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Laser/Pulse Array
10-12: Interceptor
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Struct
11-12: Jump Engine
13-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C & C

HANGAR

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

SPECIAL NOTES

Limited Deployment (33%)

SENSOR DATA

Defensive EW

Target #1

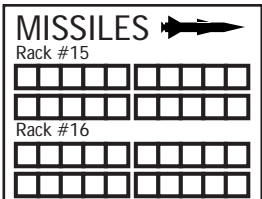
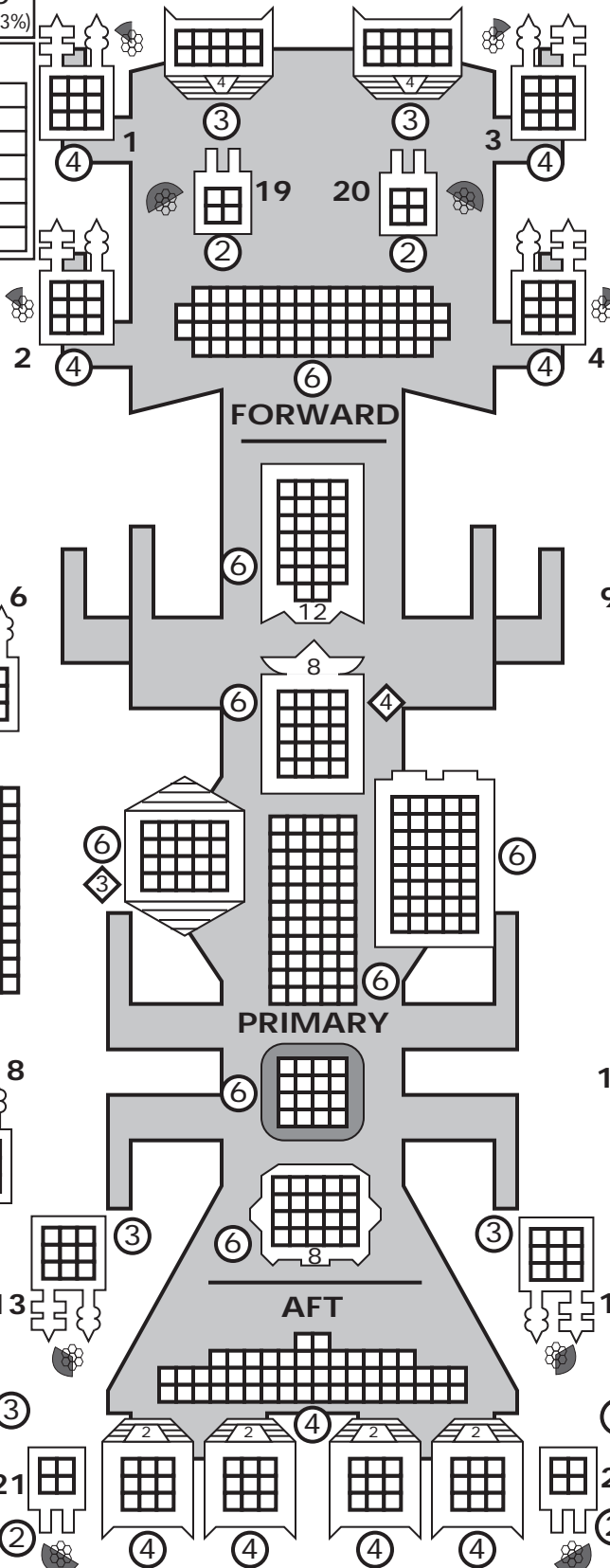
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar

Standard Missile B

Mode: Standard
Damage: 20
Max Range: 20 hexes
Fire Control: +3/+3/+3
Intercept Rating: n/a

Heavy Missile H

Mode: Standard
Damage: 30
Max Range: 15 hexes
Fire Control: +3/+3/+0
Intercept Rating: n/a

Long Range Missile L

Mode: Standard
Damage: 15
Max Range: 30 hexes
Fire Control: +3/+3/+3
Intercept Rating: n/a

Penetrator Missile P

Mode: Piercing
Damage: 30
Max Range: 20 hexes
Fire Control: +3/+3/+3
Intercept Rating: n/a