

Theta Model  
(Rare)

# EA Nova Dreadnought

Name: \_\_\_\_\_  
Counter: \_\_\_\_\_



Revised 2 June 22 859

**SPECS**  
Class: Capital Ship  
In service: 2262  
Point Value: 1310  
Ramming Factor: 380  
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 (13)  
Stb/Port Defense: 17 (14)  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: 0

**Heavy Plasma Cannon**  
Class: Plasma  
Modes: Standard  
Dmg: 4d1 0+8 (-1 per 2 boxes)  
Range Penalty: -2 per 3 boxes  
Fire Control: +3/+1/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

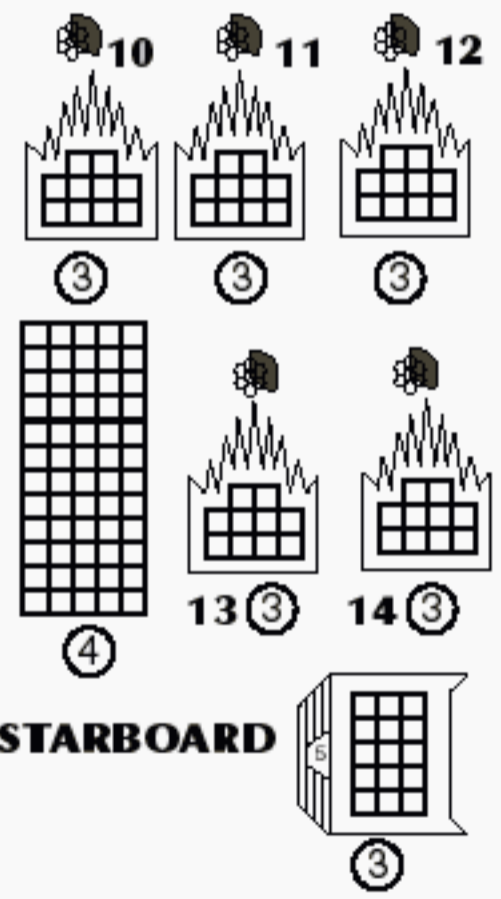
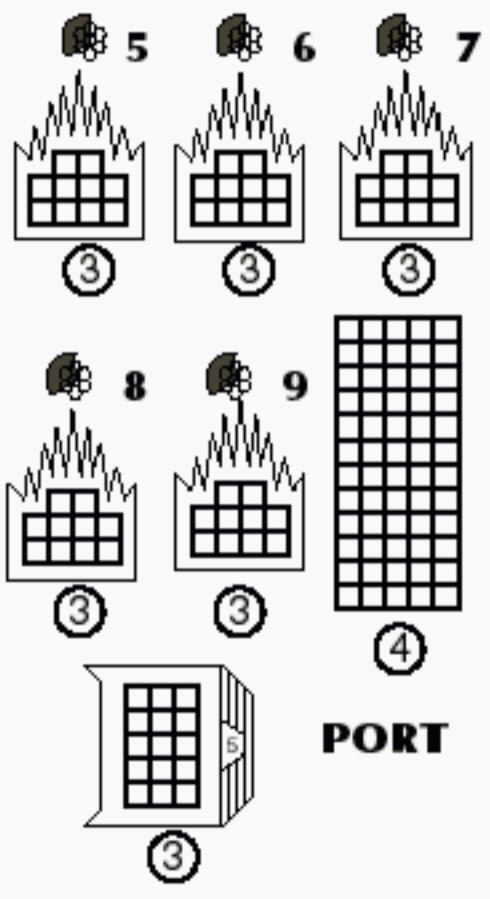
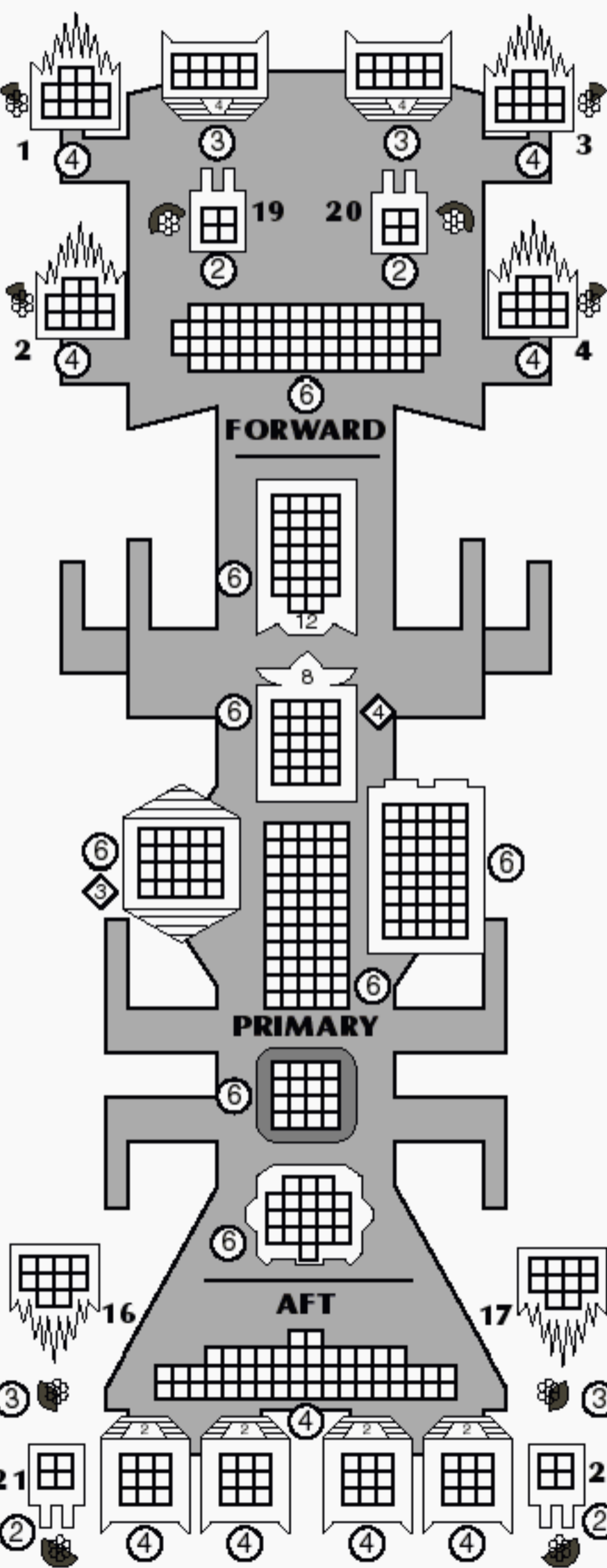
**Interceptor Mk-II**  
Intercept Rating: -4  
Rate of Fire: 1 per turn  
**OFFENSIVE MODE:**  
Class: Particle  
Mode: Standard  
Damage: 1 d1 0+8  
Fire Control: -/-/+8  
Range Penalty: -2 per hex

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

- FORWARD HITS**  
1-3: Retro Thrust  
4-7: Laser/Pulse Array  
8-10: Interceptor  
11-18: Forward Struct  
19-20: PRIMARY Hs
- SIDE HITS**  
1-4: Port/Stb Thrust  
5-11: Laser/Pulse Array  
12-18: Port/Stb Struct  
19-20: PRIMARY Hs
- AFT HITS**  
1-6: Main Thrust  
7-9: Laser/Pulse Array  
10-12: Interceptor  
13-18: Aft Struct  
19-20: PRIMARY Hs
- 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

**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
  - Dual Laser Cannon
  - Interceptor