

Earth Alliance (Early Years)
- Raid

Nova Dreadnought

Service date **2220+**
 Hull **5**
 Turns **1/45°**
 Craft **Starfury Flight (4)**
 Special **Interceptors 2**
Jump Point

WEAPON NAME RANGE AD SPECIAL

Boresight			
Forward			
Laser/Pulse Arrays	12	8	TL
Port			
Laser/Pulse Arrays	12	12	TL
Starboard			
Laser/Pulse Arrays	12	12	TL
Aft			
Laser/Pulse Arrays	12	8	TL
Boresight (Aft)			
Turret			

Laser/Pulse Arrays: These weapons may instead be fired with half the Attack Dice and at a maximum Range of 8". They gain the AP and Beam traits, but lose Twin-Linked.

Name / Crew Quality											
Speed / Troops											
6		2		6		2		6		2	
Hull Damage											
5		10		5		10		5		10	
15		20		15		20		15		20	
25		30		25		30		25		30	
35		40		35		40		35		40	
Crippled: Turns reduced, half speed, only 1 weapon system per arc may be fired, lose Command, lose Fleet Carrier, lose interceptors, 50% to lose each other special trait											
Crew Casualties											
5		10		5		10		5		10	
15		20		15		20		15		20	
25		30		25		30		25		30	
35		40		35		40		35		40	
45		50		45		50		45		50	
Skeleton Crew: No special orders allowed, lose Command, lose Fleet Carrier, only 1 weapon system per turn may be fired, all DC checks at -2											
CRITICAL HITS											
1-2	ENGINE CRITICALS			Dam.	Crew	Effect					
1-2	POWER RELAYS DESTROYED			+0	+0	-1 SPEED					
3-4	THRUSTERS DAMAGED			+1	+0	-2 SPEED					
5	FUEL SYSTEM RUPTURED			+2	+1	-4 SPEED					
6	ENGINES DISABLED			+3	+1	0 SPEED, NO SPECIAL ACTIONS					
3	REACTOR CRITICALS			Dam.	Crew	Effect					
1-3	CAPACITORS DAMAGED			+0	+1	-2 SPEED					
4-5	REACTOR GAS LEAK			+0	+3	NO SPECIAL ACTIONS					
6	REACTOR EXPLOSION			+3	+4	0 SPEED, NO SPECIAL ACTIONS					
4	WEAPON CRITICALS			Dam.	Crew	Effect					
1-3	TARGETING SYSTEM DAMAGED			+0	+1	ALL WEAPONS LOSE 1AD					
4	POWER FLUCTUATIONS			+0	+0	ALL WEAPONS NEED 4+ TO FIRE					
5	WEAPONS OFFLINE			+2	+2	NO FIRING 1 RANDOM ARC					
6	CATASTROPHIC AMMO EXPLOSION			+3	+4	NO WEAPONS MAY FIRE					
5	CREW CRITICALS			Dam.	Crew	Effect					
1-2	FIRE			+0	+2	-					
3-4	MULTIPLE FIRES			+0	+3	-					
5	LOCALIZED DECOMPRESSION			+1	+3	-					
6	HULL BREACH			+2	+4	-					
6	VITAL SYSTEMS CRITICALS			Dam.	Crew	Effect					
1	BRIDGE HIT			+0	+1	NO SPECIAL ACTIONS					
2	ENGINEERING			+4	+3	NO DAMAGE CONTROL					
3	WEAPONS CONTROL			+4	+4	NO FIRING 1 RANDOM ARC					
4	SECONDARY EXPLOSIONS			+106	+106	-					
5	REACTOR IMPLOSION			+206	+406	-					
6	CATASTROPHIC EXPLOSION			406	+206	-					
VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL											