

INITIATIVE

NAME:

COUNTER:

# COLONIAL BATTLENOVA

### SPECS

CLASS: CAPITAL SHIP  
 IN SERVICE: 1844  
 POINT VALUE: 1800  
 RAMMING FACTOR: 4/20  
 JUMP DELAY: 24 TURNS

### MANEUVERING

TURN COST: 4/3 SPEED  
 TURN DELAY: 4/3 SPEED  
 ACCEL/DECCEL COST: 4 THRUST  
 PIVOT COST: 5+5 THRUST  
 ROLL COST: 4+4 THRUST

### COMBAT STATS

FWD/AFT DEFENSE: 15  
 STB/PORT DEFENSE: 15  
 ENGINE EFFICIENCY: 4/1  
 EXTRA POWER: 0  
 INITIATIVE BONUS: +0

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
TURN COST	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22
TURN DELAY	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22

### WEAPON DATA

**SOLENITE MISSILE**  
 CLASS: BALLISTIC  
 MODE: FLASH  
 DAMAGE: 60 (-1/HEX)  
 RANGE PENALTY: NONE  
 FIRE CONTROL: +5/+3/-  
 INTERCEPT RATING: N/A  
 RATE OF FIRE: 1 PER TURN

**HEAVY PULSAR LASER**  
 CLASS: LASER  
 MODE: STANDARD  
 DAMAGE: 4d10+8  
 RANGE PENALTY: -1 PER 2 HEXES  
 FIRE CONTROL: +3/+1/-2  
 RATE OF FIRE: 1 PER 4 TURNS  
 SPECIAL: CAN FIRE AT ACCELERATED ROF FOR LESS DAMAGE AS SHOWN BELOW:  
 1 PER TURN: 1d10+2  
 1 PER 2 TURNS: 2d10+4  
 1 PER 3 TURNS: 3d10+6

**SHIELD**  
 SUBTRACT SHIELD FACTOR FROM INCOMING DAMAGE.

**TURBOLASER BATTERY**  
 CLASS: LASER  
 MODE: STANDARD  
 NUMBER OF GUNS: 2 (LINKED)  
 DAMAGE: 1d10+2  
 RANGE PENALTY: -2 PER HEX  
 FIRE CONTROL: +3/+4/+5  
 INTERCEPT RATING: N/A  
 RATE OF FIRE: 1 PER TURN

### FORWARD HITS

- 1-3: RETRO THRUST
- 4-5: SOLENITE MISSILE
- 6-9: HVY PULSAR LASER
- 10-11: TURBOLASER
- 12-18: FORWARD STRUCT
- 19-20: PRIMARY HIT

### SIDE HITS

- 1-4: PORT / STB THRUST
- 5-8: HVY PULSAR LASER
- 9-11: TURBOLASER
- 12-18: PORT / STB STRUCT
- 19-20: PRIMARY HIT

### AFT HITS

- 1-5: MAIN THRUST
- 6-7: SHIELD
- 8-9: HVY PULSAR LASER
- 10-11: TURBOLASER
- 11-18: AFT STRUCT
- 19-20: PRIMARY HIT

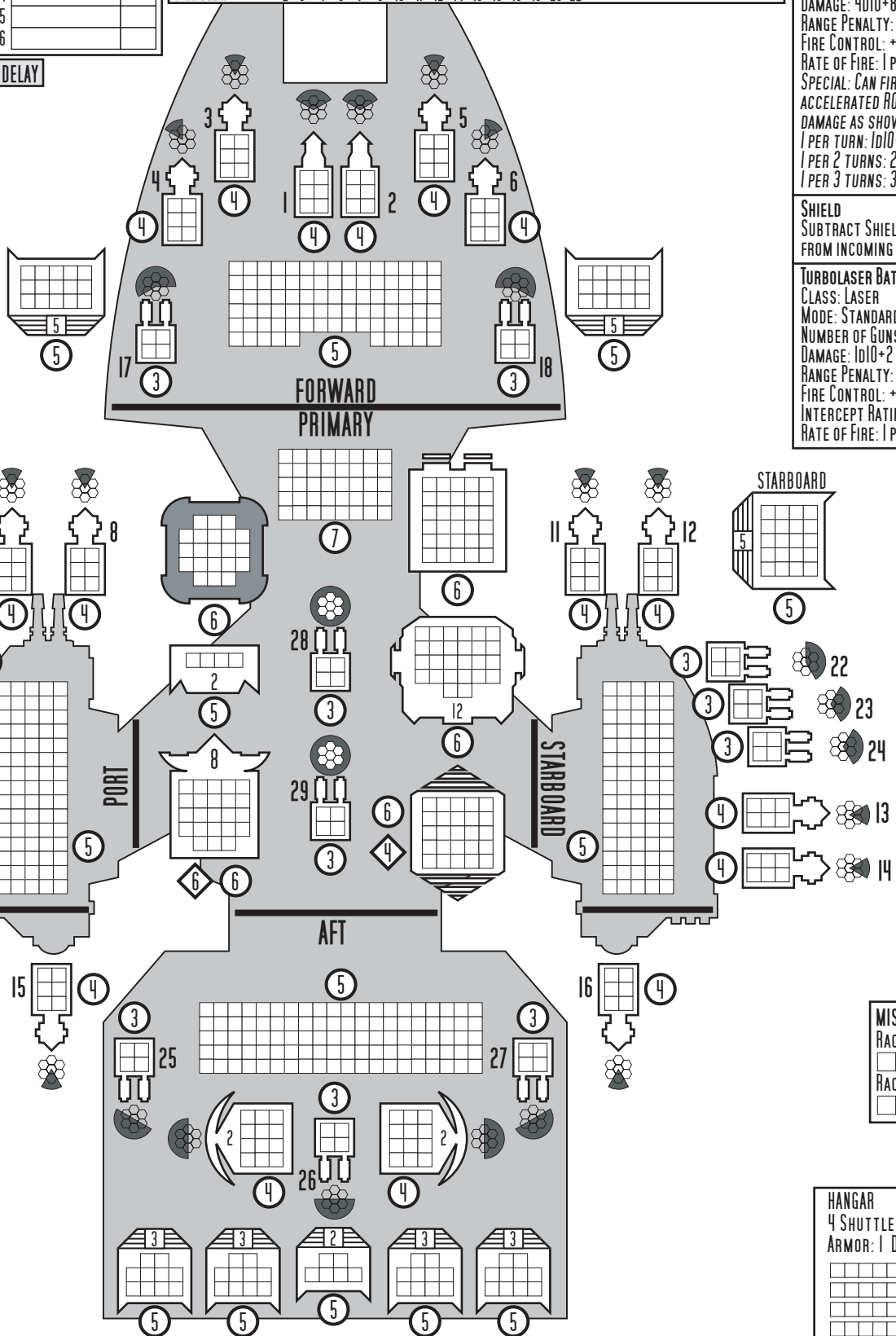
### PRIMARY HITS

- 1-8: PRIMARY STRUCT
- 9-10: TURBOLASER
- 11-12: SENSORS
- 13-15: ENGINE
- 16-17: JUMP DRIVE
- 18-19: REACTOR
- 20: C&C

### SENSOR DATA

DEFENSIVE EW	
TARGET #1	
TARGET #2	
TARGET #3	
TARGET #4	
TARGET #5	
TARGET #6	

### TURN DELAY



### ICON RECOGNITION

- C&C
- SENSORS
- REACTOR
- ENGINE
- HANGAR
- JUMP ENGINE
- THRUSTER
- TURBOLASER
- SOLENITE MISSILE
- SHIELD
- HVY PULSAR LASER

### MISSILES

RACK #1					
RACK #2					

### HANGAR

4 SHUTTLES: THRUST: 4  
 ARMOR: 1 DEFENSE: 10/12
