

NEO TERRAN HADES DREADNOUGHT

SPECS

Class: Capital Ship
In Service: 2336
Point Value: 5150
Ram Factor: 2040
Jump Delay: 25 Turns

MANEUVERING

Turn Cost: 5x Speed
Turn Delay: 2x Speed
Accel/Decel Cost: 15 Thrust
Pivot Cost: 8+8 Thrust
Roll Cost: 6+6 Thrust

COMBAT STATS

Fwd/Aft Defense: 19
Stb/Port Defense: 21
Engine Efficiency: 6/1
Extra Power: 0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	5	10	15	20	25	30	35	40	45	50	55	60
Turn Delay	2	4	6	8	10	12	14	16	18	20	22	24

FORWARD HITS

- 1-4: Retro Thrust
- 5-7: Hangar
- 8-9: Flux Cannon
- 10: Las Defence Turret
- 11: Cerberus Cannon
- 12: Sheath Shielding
- 13: Flak Turret
- 14-18: Forward Structure
- 19-20: PRIMARY Hit

SPECIAL NOTES

Limited Sensors
Subspace Drive
Unique Ship

SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SIDE HITS

- 1-5: Port/Stbd Thrust
- 6: CCEW Pod
- 7-8: Flux Cannon #2
- 9: Las Defence Turret
- 10: Cerberus Cannon
- 11: Cluster Bomb
- 12: Flak Turret
- 13-18: Aft Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-7: Main Thrust
- 8: Flux Cannon#2
- 9-10: Las Defence Turret
- 11: Sheath Shielding
- 12-13: Cerberus Cannon
- 14-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-7: Primary Structure
- 8: Fighter Killer Bank
- 9: Las Defence Turret
- 10-11: Flux Cannon
- 12: Jump Drive
- 13-14: Sensors
- 15-16: Engine
- 17-19: Reactor
- 20: C&C

REACTOR TOTALS

- Reactor#1: 24
- Reactor#2: 24
- Reactor#3: 24
- Reactor#4: 24

Destruction of any one active reactor will result in a catastrophic chain reaction which will destroy the ship. Player may choose to shutdown damaged reactors and by doing so, suffer the above power shortages.

ORIGINAL DESIGN BY VOLITION, INC.

B5WARS PORT BY PAUL BROWN

- PCBBROWN@SHAW.CA

NTDN VERSION BY MARK DWINNELLS

- RAMIUS_3@EXCITE.COM

HANGARS

96 Fighters and Bombers
8 Hygeia Support Craft
6 Elysium Transports

Flak Turret

Class: Particle
Mode: Pulse (Raking vs Ships)
Damage: 1d6
Maximum Pulses: 5
Pulse Grouping: +1 per 1
Range Penalty: -1 per hex
Fire Control: +0/+0/+3
Intercept Rating: -3 vs Ballistic
Rate of Fire: 1 per turn
Special: Does not breach fighter shields

WEAPON DATA

Flux Cannon
Class: Molecular
Mode: Flash
Damage: 100
Range Penalty: -1 per 4 hexes
Fire Control: +5/+3/--
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Ignores Shields. Not interceptable. May be targeted with called shots by fighters at half normal penalty.

Laser Defence Turret

Class: Laser
Mode: Standard
Range Penalty: -3 per 2 hexes
Intercept Rating: -2

Dispersed Mode:

Damage: 10
Fire Control: +4/+4/+4
Rate of Fire: 2 per turn

Concentrated Mode:

Damage: 13
Fire Control: +4/+3/+1
Rate of Fire: 1 per turn

Fighter Killer Bank

Class: Ballistic
Mode: Standard
Damage: 10
Launch Range: 10
Range Penalty: n/a
Fire Control: +0/+0/+4
Intercept Rating: N/A
Rate of Fire: 1 per turn

Shivan Cluster Bomb

Class: Proximity (Ballistic)
Modes: Standard
Damage: 10 (+6d6)
*Min targets: one at range 0-1
two at range 2-3
four at range 4-6*

Range Penalty: n/a
Max Range: 5 hexes
Fire Control: -/-/+3
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Scores 10 damage to all units in impact hex plus an additional 6d6 damage which must be split up (before roll to hit and damage) according to the range if possible. May also be fired after ship's movement, it then detonates in fighter vs fighter combat phase.

Sheath Shielding

Subtract Shield Factor from any damage scored through arc. Flash weapons are only half as effective against ships protected by Sheath Shielding. Prevents called shots. May not be flown under by fighters or other craft. Do not function while in Subspace.

CCEW Pod

Provides displayed amount of bonus CCEW each turn (no other EW types can be used). These pods cannot be improved, nor can their sensor values be increased. Cannot combine with any other EW or sensor pods.

Cerberus Cannon

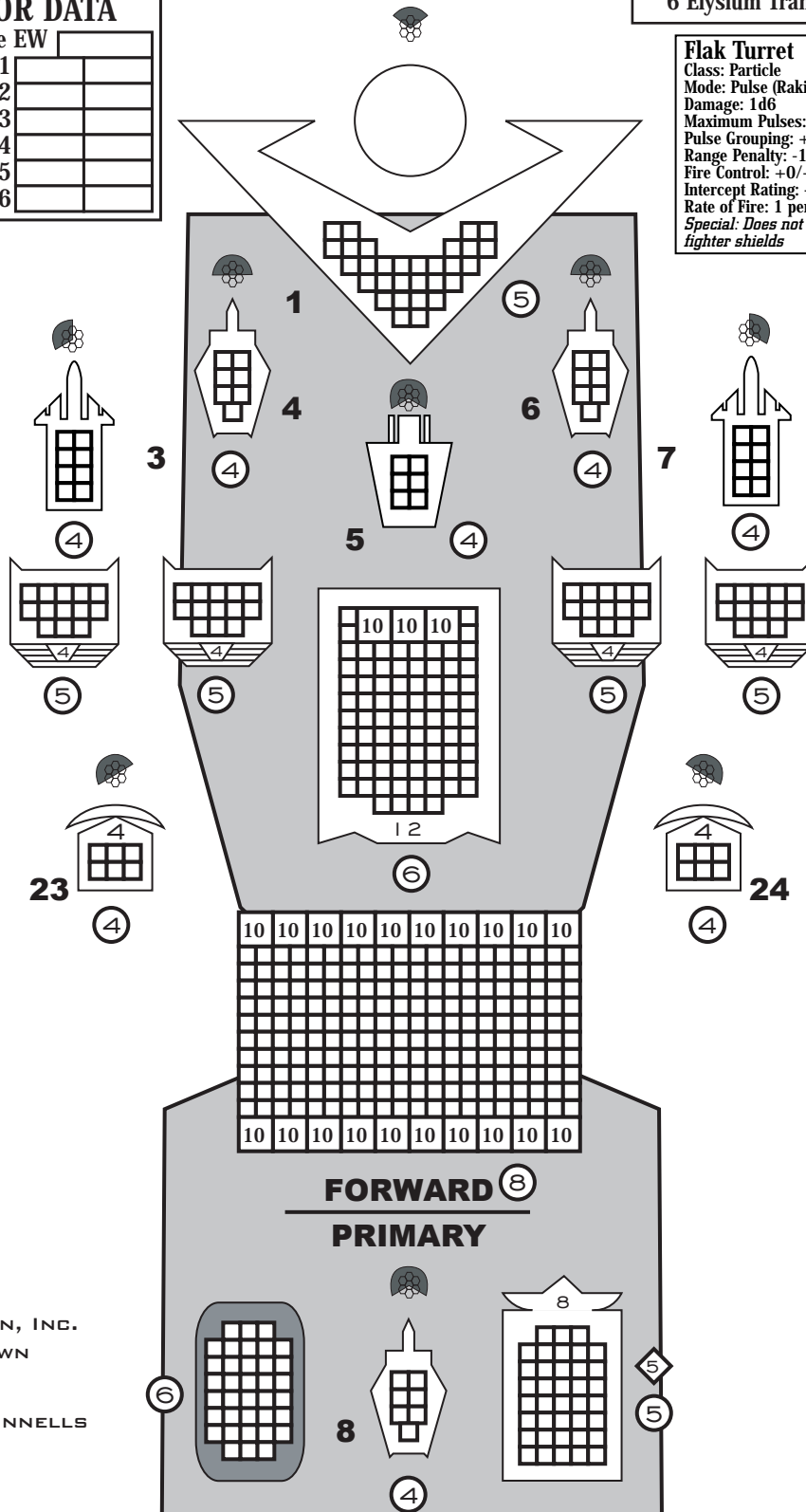
Class: Laser
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2

Anti-Fighter Mode

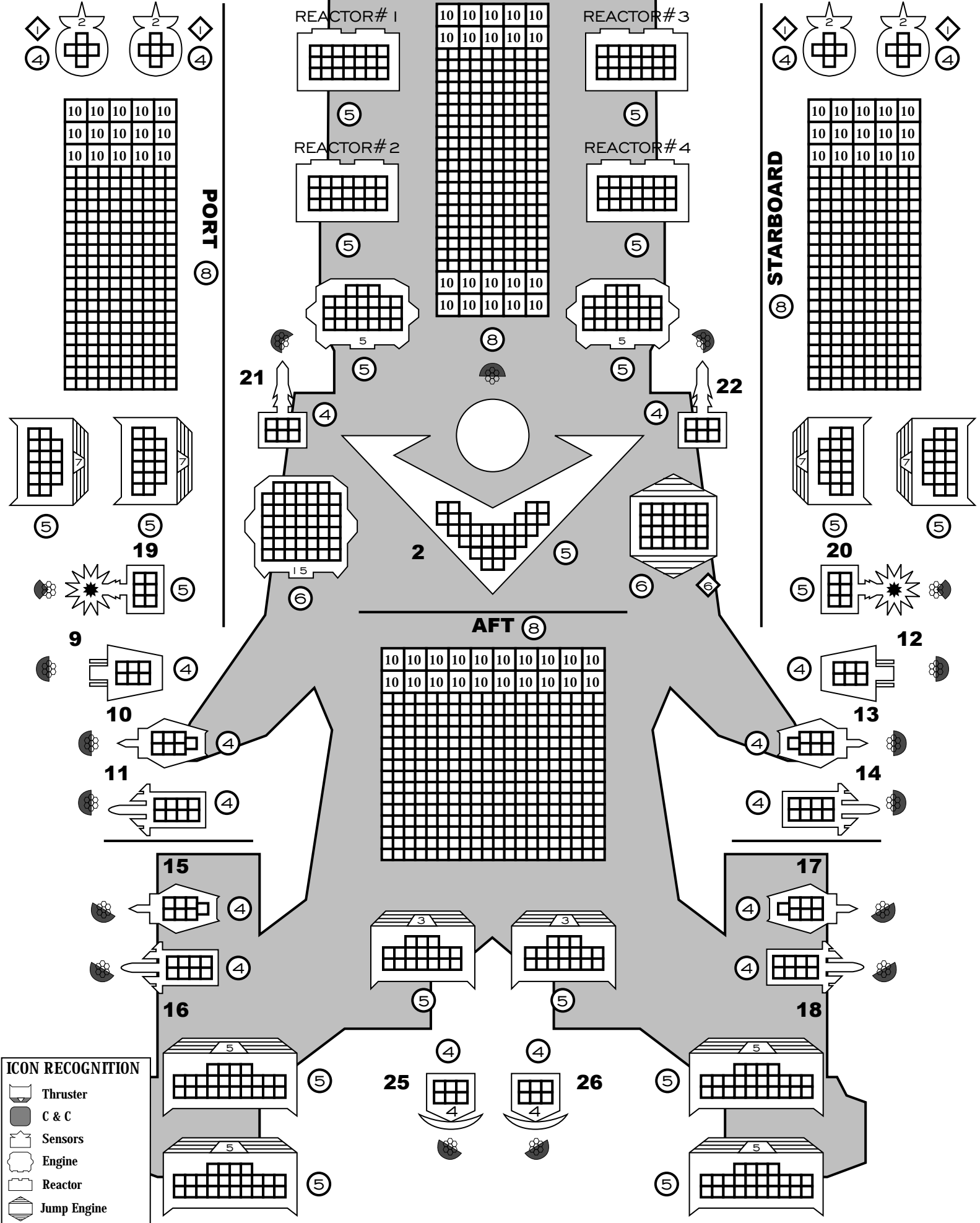
Mode: Standard
Damage: 1d10+1
Rate of Fire: 3 per turn

Anti-Ship Mode









Mode: Raking (7)
Damage: 3d10+3
Rate of Fire: 1 per turn
Special: Ignores Shields



FORWARD ⑧
PRIMARY



ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Reactor
-  Jump Engine
-  Sheath Shield
-  CCEW Pod