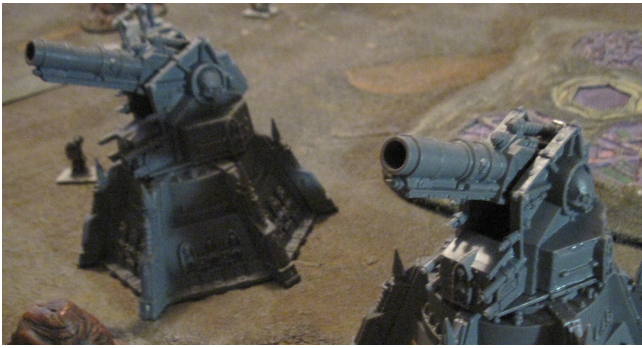


Orbital Defence Nova Cannon

<http://eatotalwar.forumfree.it/>

Imperial Fix Defence



Activation value: 1+

Scenario only. Estimated points value: 500

The imperial Orbital defence cannon consist of 1 fix defence orbital cannon. It consist of 1 building structure and 1 turret mounted on it. The structure is a scenery element, the turret is the unit.

Supplement for navy ruleset

STRUCTURE DATA

DAMAGE CAPACITY: 12

VOID SHIELDS: 0

ARMOURED VEHICLE: 3+; reinforced armour, fearless, reinforced rear armour, *count always in cover*

C/C: 0 || **F/F:** 0

CRITICAL: 1 point less of Damage Capacity.

Weapon System: (ONLY ONE OF THE FOLLOWING)

ORBITAL SHOT - SLOW FIRE

ORBITAL SHOT: When activated, the cannon automatically will shot at one, and usually only one ship can enter per turn, at one enemy space ship. The hit doesn't destroy the navy, but it's supposed that damage it or force it to do an elusion maneuver, so the navy will suffer a malus of -3 for activation.

SHOT AT HIGH ALTITUDE - SLOW FIRE

Shot at high altitude: When activated, the cannon can shot at only one enemy space ship in orbit (see buffalo drop ship, black legion class luna, etc...)

1x ORBITAL NOVA CANNON:

range: unlimited - 1 MW 3+ | TK 2D3+2 - nolof required

ALLOWED MANEUVERS

The orbital cannon can perform: substained fire and regroup maneuver.

