EPIC ARMAGEDDON TOTAL WAR

Orbital Defence Nova Cannon

http://eatotalwar.forumfree.it/
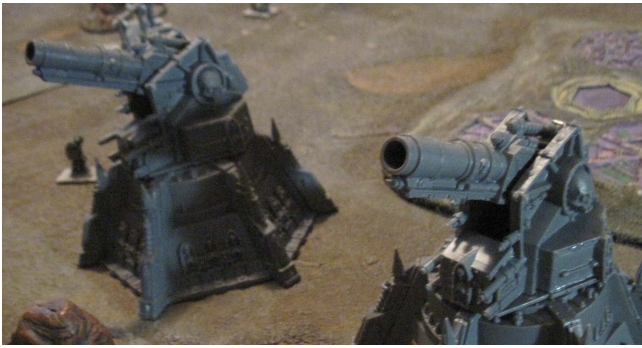
Imperial Fix Defence

Activation value: 1+

Scenario only. Estimated points value: 500

The imperial Orbital defense 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, it is considered a huge block of reinforced concrete, the turret is the unit.

Supplement for navy ruleset

STRUCTURE DATA (the turret)

DAMAGE CAPACITY: 12 *(this high value includes the fact that it is installed in a huge block of reinforced concrete)*
VOID SHIELDS: 0
ARMOURED VEHICLE: 4+; reinforced armour, fearless, thick rear armour, *count always in cover*
C/C: 0 ‖ **F/F:** 0
CRITICAL: 1 point less of Damage Capacity.

Weapon System (Choose when FIRE from time to time only one of the following shot)

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 3D3+2 - nolof required

ALLOWED MANEUVERS

The orbital cannon can perform: substained fire and regroup maneuver. If fail activation, it can perform a common fire.