



# Starships D6 / The Nova Star

## The Nova Star

Craft: Modified Corellian YT-1300 Transport

Type: Modified light freighter

Scale: Starfighter

Length: 27 meters

Skill: Space transports: YT-1300 Transports

Crew: 1 (1 can accommodate)

Crew Skill: See Devastor Lakanddra and Vandal Lawson

Passengers: 6

Cargo Capacity: 80 metric tons

Consumables: 2 months (Up to 1 year with Ram Scoop operating)

Cost: Not available for sale

Hyperdrive Multiplier: ?

Hyperdrive backup: 10

Nav Computer: Yes (X-10-D, B.A.C., and standard computers)

Maneuverability: 3D+2

Space: 9

Atmosphere: 400/1,150

Hull: 6D (up to 8D with 1 hull breach but, subtract 1D maneuver per breach)

Shields: 4D+1 (up to 8D when all non-nominal systems power is routed to deflector generators)

Sensors:

Passive: 30/3D

Scan: 60/3D

Search: 75/3D

Focus: 4/4D

BAC: 1/6D

Weapons:

2 Quad laser cannons

Fire Arc: Turret (dorsal and ventral)

Crew: 1

Skill: Starship Gunnery: Quad laser cannon

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5

Damage: 6D

2 Multipurpose launching tubes

Fire Arc: Forward

Crew: 1

Skill: missile weapons

Fire Control: Varies (see Game Notes)

Space Range: Varies

Atmosphere Range: Varies

Damage: Varies

#### Double Medium Ion Cannon

Fire Arc: Port turret

Crew: 1

Skill: Starship Gunnery: Medium Ion cannon

Fire Control: 4D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5

Damage: 4D

#### Blaster cannon (speeder)

Fire Arc: Ventral Turret

Crew: None (automated)

Skill: None

Fire Control: 4D

Space Range: N/A

Atmosphere Range: 75-200/1/2

Damage: 3D+2 (speeder)

Game Notes: The Nova Star also includes a sophisticated HACK computer called X-10-D. This computer is used to hack other ships computer systems. It contains a Torplex Androplex droid brain, so it can be operated verbally from anywhere in the ship like all the other systems, including the BAC computer and Heidi the nova Stars own personality.

Also the Nova Star contains a M.P.L.T. or Multiple Projectile Launch Tube, which can be fitted with any projectile system under 200mm. It has 4 barrels, which can launch anything from metal projectiles to sophisticated guided antimatter missiles.

The Nova Star is protected by an SRX security system which can be adjusted to meet the desired security level. Level one- all of the ships hatches are locked. Level 2- All the ships hatches are locked and sealed. Level 3- All the previous but Devastors security card is notified of tampering. Level 4- All the previous but a 50 volt charge is ran through the hull of the ship. Level 5- All the previous but a 100 volt charge is run through the ships hull and white phosphorous is regurgitated from canisters. Level 6- All the previous but if an intruder tries to intrude a 4D stun damage field erects around the ship and the retractable blaster cannon retracts and destroys any intruder within 20 ft of the vessel. Level 7- All the previous but a 4D particle and energy shield is erected around the ship. Level 8- All the ships Hatches are

locked and sealed, a 100 volt charge runs through the hull, white phosphorous is regurgitated, a 4D stun damage shield is erected, the retractable blaster cannon fires, and all non-nominal systems are routed through the deflector shield generator which creates an 8D particle and energy shield.

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