Starships D6 / Earth Alliance Nova-class

Earth Alliance Dreadnaught

Craft: Earth Alliance Nova-class Dreadnaught

Type: Medium cruiser

Scale: Capital

Length: 591 meters

Skill: Capital ship piloting: EA Dreadnaught Crew: 127, gunners: 25, skeleton: 75/+10

Crew Skill: Astrogation 4D+2, capital ship gunnery 5D, capital ship piloting 5D, capital ship shields 4D+1, sensors 4D, starship

gunnery 4D+2

Cargo Capacity: 1,000 metric tons

Consumables: 1 year Hyperdrive Multiplier: x3 Nav Computer: Yes Manuverability: 1D

Space: 5 Hull: 5D Sensors:

> Passive: 15/0D Scan: 40/1D Search: 80/2D Focus: 2/3D

Weapons:

Heavy Laser Battery

Fire Arc: Front

Crew: 12

Skill: Capital ship gunnery

Fire Rate: 1/3

Space Range: 1-10/20/40

Atmosphere Range: 2-20/40/80 km

Damage: 8D

4 Heavy Laser Cannons

Fire Arc: Front

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 2-6/24/50 km

Damage: 5D

3 Missile Batteries

Fire Arc: 1 front, 1 left, 1 right

Crew: 3

Scale: Starfighter

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-3/12/20

Atmosphere Range: 2-6/24/40 km

Damage: 7D

Starfighter Complement: 1 squadron (usually EA Starfuries)

The Nova-class were Earth Force's biggest and most powerful ships during the Minbari War, but still much inferior to Minbari ships. Since then this class of ships have been refitted and more built. The newer Omega-class design was based on the Nova-class to save development costs. This class is seems heavily armed, and mostly provide support for combat units. These ships are probably capable of some level of planetary bombardment. Like the Omega-class, these ships can also open up their own jump-points.

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