



Starships D6 / RanCorp Nova-Fury Class

RanCorp Nova-Fury Class Gunship

The Nova Fury gunship is a fast moving pillar of destruction. It's plasma cannons can render enemy hauls into burnt shrapnel and debris in minutes. The quad cannons can also swat enemy fighters down like flies. Or so RanCorp claims. The truth of the matter is that RanCorp made a CHEAP gunship. It has slightly more powerful armament than the corellian gunship and is weaker by far. The ship is relatively cheap and fairly powerful but not anywhere near the quality of a corellian gunship.

Craft: RanCorp Nova-Fury Class Gunship

Type: Gunship

Scale: Capital Ship

Length: 125 meters

Skill: Capital Ship Piloting: Gunship

Crew: 45, gunners: 46, skeleton: 10/+15

Crew Skill: Astrogation 3D+1, capital ship gunnery 4D+2, capital ship piloting 4D, capital ship shields 4D+1, sensors 3D

Cargo Capacity: 225 metric tons

Consumables: 8 months

Cost: 900,000 (new) 604,875 (used)

Hyperdrive Multiplier: x4

Hyperdrive Backup: x16

Nav Computer: Yes

Maneuvrability: 2D

Space: 6

Atmosphere: 350; 1,000 kmh

Hull: 4D

Shields: 2D

Sensors:

Passive: 20/0D

Scan: 40/0D

Search: 80/1D

Focus: 2/2D

Weapons:

25 Medium Plasma Cannons

Scale: Capital

Fire Arc: 5 front, 10 left, 10 right

Crew: 2

Skill: Capital Ship Gunnery

Fire Control: 3D

Space Range: 3-10/30/65

Atmosphere Range: 6-20/60/130

Damage: 5D+1

8 Heavy Plasma Cannons

Scale: Capital

Fire Arc: 2 in each arc

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 3-20/50/80

Atmosphere Range: 6-40/100/160km

Damage: 6D+2

6 Quad Laser Cannon

Fire Arc: 3 left, 3 right

Crew: 3

Scale: Starfighter

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 5D

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All text and stats by Dave Maloney, HTML and logos done by FreddyB

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