Starships D6 / Nova-Dock Shipyard

Nova-Dock Shipyard

Verdant Spaceworks began working in the capital starship field and so they needed shipyards to produce their ships. Their company, and their sister company, Verdant Technologies, were reaching new heights of wealth and so finding investors for an expansion project wasn't too hard. They originaly built five Nova-Docks, each at a different planet to help kick off the new branch of their trade. By the time the New Republic took Coruscant, the company had over twenty different Nova-Dock Shipyards spread across space. The new branch didn't pay off as well as projected, however it was enough to continue expansion for a while as they sold anything to anyone who had the cash for it. They even played both sides of the war selling to Empire and Rebels as well as mercenaries, pirates, ect.

The Nova-Dock shipyards are massive interlinked structures in space, usually orbiting a planet. Heavy armor plating and heavy shields as well as a fairly extensive arsenal protect the shipyards from attack.

Craft: Verdant Spaceworks' Nova-Dock Shipyard
Type: Orbital shipyard
Era: Shadows of The Empire +
Scale: Capital
Length: 15,876 meters
Crew: 885,076, Gunners: 700; skeleton 350,000
Passengers: 400,000 (labourers), 50,900 (security force)
Cargo Capacity: 250,000 metric tons
Consumables: 5 years
Cost: Not available for sale
Hull: 7D+1
Shields: 5D*
Backup shields: 10D
Sensors:
- Passive: 100/1D
- Scan: 200/2D
- Search: 300/3D
- Focus: 10/4D

Weapons:
150 Turbolasers
- Fire Arc: 25 front, 50 left, 50 right, 25 back
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 4D
- Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km
Damage: 5D

90 Ion Cannons
Fire Arc: 20 front, 25 left, 25 right, 20 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 4D+1

20 Concussion Missile Launchers
Fire Arc: 5 front, 5 left, 5 right, 5 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 9D

30 Tractor Beam Projectors
Fire Arc: 5 front, 10 left, 10 right, 5 back
Crew: 6
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/75/150 km
Damage: 6D

Starship Complement:
19 starfighter squadrons
25 personnel shuttles
130 small service craft
20 light cargo transports
10 bulk cargo transports
15 Bulk Freighters

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