



## 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 originally 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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