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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