Starships D6 / Earth Alliance Nova-class Drea

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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