Starships D6 / Hapes Nova Battle Cruiser

Hapes Nova Battle Cruiser

Craft: Hapan Consortium Hapes Nova-class Battle Cruiser
Type: Battle cruiser
Scale: Capital
Length: 400 meters
Skill: Capital ship piloting: Hapes Nova
Crew: 1,950; Gunners: 105; Skeleton: 50/+15
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 4D, capital ship shields 3D+2, sensors 4D+1
Passengers: 90 (troops)
Cargo Capacity: 6,000 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Hull: 5D (when deployed, bridge shield provides +2 bonus to bridge)
Shields: 2D+2 (2D of backup shielding is available on the newer ships)
Sensors:
- Passive: 35/1D
- Scan: 70/2D
- Search: 100/3D
- Focus: 5/4D

Weapons:
25 Turbolasers
- Fire Arc: 13 front, 5 left, 5 right, 2 back
- Crew: 3
- Skill: Captital ship gunnery
- Fire Rate: 1/3
- Fire Control: 3D
- Space Range: 15/25/75
- Atmosphere Range: 30/70/150 km
- Damage: 5D

10 Laser Cannons
- Fire Arc: 6 front, 2 left, 2 right
- Crew: 1
- Scale: Starfighter
- Skill: Starship gunnery
- Fire Control: 4D
- Space Range: 1-3/12/25
- Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D

10 Ion Cannons
- Fire Arc: Front
- Crew: 2
- Skill: Captital ship gunnery
- Fire Control: 2D+2
- Space Range: 10/25/50
- Atmosphere Range: 20/50/100 km
- Damage: 4D

Starfighter Complement:
- 24 (12 with backup shields installed) Miy'til Starfighters
- 6 Hetrinar Assault Bombers

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