Starships D6 / RanCorp Nova-Fury Class Gun

RanCorp Nova-Fury Class Gunship

The Nova Fury gunship is a fast moving pillar of destruction. It's plasma cannons can render enemy hauls into burnt shrapnel and debris in minutes. The quad cannons can also swat enemy fighters down like flies. Or so RanCorp claims. The truth of the matter is that RanCorp made a CHEAP gunship. It has slightly more powerful armament than the corellian gunship and is weaker by far. The ship is relatively cheap and farely powerfulbut not anywhere near the quality of a corellian gunship.

Craft: RanCorp Nova-Fury Class Gunship
Type: Gunship
Scale: Capital Ship
Length: 125 meters
Skill: Capital Ship Piloting: Gunship
Crew: 45, gunners: 46, skeleton: 10/+15
Crew Skill: Astrogation 3D+1, capital ship gunnery 4D+2, capital ship piloting 4D, capital ship shields 4D+1, sensors 3D
Cargo Capacity: 225 metric tons
Consumables: 8 months
Cost: 900,000 (new) 604,875 (used)
Hyperdrive Multiplier: x4
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuvrability: 2D
Space: 6
Atmosphere: 350; 1,000 kmh
Hull: 4D
Shields: 2D
Sensors:
- Passive: 20/0D
- Scan: 40/0D
- Search: 80/1D
- Focus: 2/2D

Weapons:
25 Medium Plasma Cannons
- Scale: Capital
- Fire Arc: 5 front, 10 left, 10 right
- Crew: 2
- Skill: Capital Ship Gunnery
- Fire Control: 3D
- Space Range: 3-10/30/65
- Atmosphere Range: 6-20/60/130
- Damage: 5D+1

8 Heavy Plasma Cannons

Scale: Capital
Fire Arc: 2 in each arc
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 3-20/50/80
Atmosphere Range: 6-40/100/160km
Damage: 6D+2

6 Quad Laser Cannon
Fire Arc: 3 left, 3 right
Crew: 3
Scale: Starfighter
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 5D

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