Starships D6 / NovaStorm Command Frigate

NovaStorm Command Frigate

The Nova-Storm command ship is a mobile fortress from which military leaders can direct the battle. The ship has heavy combat grade armor, a backup shield generator and a large arsenal of weapons. The ship is not meant to be a heavy assault ship though. It's meant to be able to stand back and direct while managing to hold off offensives against it. The ship has an expensive state-of-the-art communications array, a high grade sensor package, and an advanced tactical display system which feeds statistics on the force's ships, their positions and such as well as displaying estimated statistics on enemy ships. The Nova-Storm was originally going to be named the Endurance-class Command Cruiser but the designer of the Nova-fury class gunship was assassinated by MetaCorp commandos and the name was changed as part of a gesture of respect.

Craft: RanCorp NovaStorm Command Frigate
Type: Command Ship
Scale: Capital
Length: 4,500 meters
Skill: Capital Ship Piloting: Nova-Storm
Crew: 180,000 Gunners: 933; Skeleton: 40,000/+10
Crew Skill: Capital Ship Piloting 7D, Capital Ship Shields 5D, Capital Ship Gunnery 7D, Astrogation 6D, Sensors 8D, Communications 7D (crew not included)
Passengers: 8,000 (troops)
Cargo Capacity: 100,000 metric tons
Consumables: 5 Years
Cost: 2.5 million credits
Hyperdrive Multiplier: x2
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 0D
Space: 5
Hull: 6D+2
Shields: 3D (main) 2D (backup)
Sensors:
- Passive: 150/2D
- Scan: 250/4D
- Search: 400/5D+2
- Focus: 15/7D

Communications Array:
- +2D to all comunications rolls. Has a near instantaneous broadcast speed for range of 6 parsecs before it begins to lag.

Weapons:
75 Heavy Turbolaser Batteries

Fire Arc: 25 Front, 25 Right, 25 Left,
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 1D
Space Range: 5-20/40/60
Atmosphere Range: 10-20/80/120 km
Damage: 10D

100 Turbolaser Batteries
Fire Arc: 25 Front, 25 Left, 25 Right, 25 Back
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere: 6-30/70/150 km
Damage: 7D

80 Ion Cannons
Fire Arc: 20 Front, 20 Right, 20 Left, 20 Back
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 6D

8 Tractor Beam Projectors
Fire Arc: 2 Front, 2 Right, 2 Left, 2 Back
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 9D

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