## Starships D20 / Verdant Spaceworks SS

## Verdant Spaceworks' Small Service Craft

The little Drone Bee of the Verdant Spaceworks work force. The SSC small service craft perform repairs, rearmamaents, and refueling for Verdant Facilities and the craft around it. These vessels can be dispatched to perform repairs on facilities such as factories and shipyards, repair damaged fighters and transports, refuel fighters and transports, or rearm starfighters in a battle. They are small agile crfat capable of getting to hard to acess areas. During time of raid, some facility commanders have been known to depserately even send the SSC into battle using their tools to cause instea dof repair damage, incluiding using their plasma torches to open hull in enemy capital ships' hulls expsoing them to vacuum.

Craft: Verdant Spaceworks SSC Small Service Craft

Class: Space Transport Size: Diminutive (7 m long)

Hyperdrive: None Passangers: 0

Cargo Capacity: 0 tons Consumables: 3 hours Cost: 123,000 (new)

Maximum Speed In Space: Attack (8 squares/action)

Atmospheric Speed: Not applicable

Crew: 1 (Skilled +4)

Initiative: +8 (+4 size, +4 crew)

Maneuver: +8 (+4 size, +4 crew)

Defense: 24 (+4 size, +10 armor)

Shield Points: 0

Hull Points: 60 (DR 10)

Weapons:

Plasma Torch

Fire Arc: Ventral

Attack Bonus: +6 (+4 size, +2 crew)

Damage: 6d10x2 Range: 4 m

Note: The plasma torch boarding device is mounted on the ship's

airlock system. The controls are just inside the main airlock. Roll damage against DC equal target ship's DRx4; if the torch beats DC, it has breached the hull. Once the hull is breached, the torch requires a full minute to cut a one-meter-wide by one-meter-high hole.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Dave Maloney, OverLord, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.