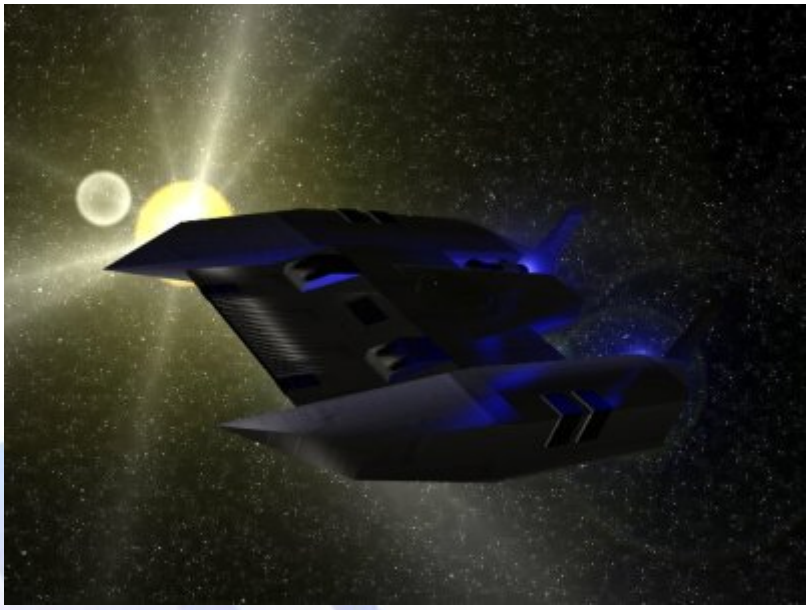
Starships D6 / Verpine Modified Sith Transpo



Name: The Hydra
Type: Verpine Modified Sith Transport Vessel
Scale: Starfighter
Length: 33 Meters
Skill: Archaic Starship Piloting or Space Transports ; The Hydra
Crew: 1
Passengers: 20
Crew Skill: See Priax Salvantra
Consumables: 1 Year
Cargo Capacity: 50 Tons
Cost: Not available for sale, but worth millions perhaps.
Hyperdrive Multiplier: X.5
Hyperdrive Backup: X2
Nav Computer: Yes
Space: 10
Atmosphere: 500;1500kmh
Maneuverability: 3D
Hull: 6D
Shields: 5D
Sensors:
- Passive: 40/1D+1
- Scan: 80/2D+2
- Search: 160/4D
- Focus: 4/5D+1

Weapons:
- 4 Laser Cannon Blisters (fire linked)
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 7D
- Twin Concealed Ion Cannons (fire linked)
  - Fire Arc: Front
  - Fire Control: 1D
  - Space: 1-3/7/36
  - Atmosphere Range: 100-300/700/3.6km
  - Damage: 5D
- 4 Concealed Concussion Missile Launchers (9 Missiles Each) *
  - Fire Arc: Front
  - Fire Control: 4D
  - Space: 1/3/7

Atmosphere Range: 50-100/300/700m
Damage: 7D

* - The Concussion Missile Launchers can be set to fire missiles in Ripples of multiple missiles. This means if the pilot spends a round reconfiguring the launchers, he can make them fire their missiles as if they were fire-linked. So, for example, after a round reconfiguring the first of the four launchers, the pilot decides that it will fire its missiles in ripples of three, meaning they do 9D damage (7D +1D for every extra missile as per fire linking).

Description: The Hydra originally started life as a standard medium range Sith Transport vessel owned by the Sith Knight Priax Salvantra. With the money he made as a bounty hunter, Salvantra modified the archaic vessel with the best technology the galaxy had to offer. With the finest sublight and hyperlight engines money could buy, heavy hull armour, powerful shield generators, military specification sensors and a range of weaponry matching front line combat vessels, the Hydra is a vessel to be feared by all who meet it in combat. The only short fall of this vessel is its pilot, who isn't overly skilled although the Hydra helps compensate for this. Apart from the obvious laser cannon blisters on the front of the ship, all other weapons are concealed, helping the vessel avoid weapons restrictions and suspicious eyes, with the Ion Cannons concealed behind ports on the nose of the ship, and the four missile launchers popping up from hatches on the ships sides. Inside the Hydra has had a similar level expense spent on it, with top of the range entertainment and security systems installed, as well as luxurious silks and velvets to remind Salvantra of the luxurious and regal upbringing of his Sith heritage. This luxury however is contrasted with the Massassi servants quarters and the holding cells, which bring new meaning to the words basic and utilitarian.

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