Starships D6 / The Slip Stream

The Slip Stream

The Slip Stream is a modified Corellian space cruiser outfitted for the personal use of Stefon Sapur. Won in a game of chance, Sapur turned the vessel into his mobile home, constantly drifting between sectors, only stopping for regular resupplies at a handful of questionable outposts.

Stock Corellian space cruisers carry no offensive weaponry as the Republic tended to use them as diplomatic vessels and light cargo transports. The addition of any weapons usually required quite a bit of work, rerouting power and making space for the emplacement. Knowing this, Sapur only mounted a pair of fire-linked ion cannons on a small turret just above the bridge which was controlled from a remote gunnery station just behind cockpit.

Sapur, interestingly enough, invested in a paint job for the Slip Stream. The entire ship was painted in a non-reflective black with a handful of white highlights here and there. His theorized that it make the ship harder to spot via visual scanning if he was running silent through a blockade or attempting to avoid an Imperial warship.

Other notable improvements to the ship included several upgrades to the hyperdrive system over the years, resulting in a motivator with a Class Two rating. A Setec xJ-9 ion drive upgrade was installed on the stock Dyne 577 ion drives, boosting their performance through fine tuning of of the fuel drivers, atomizer cones and the igniters.

The salon pod that came with the Slip Stream was a standard cargo pod, providing additional storage space to the vessel. This is what Sapur wanted, as any decent smuggler or pirate would need as much storage space as possible. In emergency situations, the entire salon pod could eject from the cruiser and act as an escape pod equipped with its own sensors and life-support.

The captain's storage closet located at the rear of the bridge was turned into a weapons locker, filled with an assortment of blasters and survival gear.

In addition to all the upgrades to the vessel itself, Sapur managed to gather a small collection of droids to serve menial functions throughout the ship, including a half dozen astromech droids of various make, a single security droid and a rusty old protocol droid.

Deck One - The Command Deck

Deck One, also referred to as the command deck, houses all of the critical flight stations including flight control, navigation, sensors, weapons and communications.

The "bridge" is technically classified as the cockpit by Corellian Engineering Corporation. This is the foremost room on the command deck. The pilot and co-pilot are seated next to each other in front of the main flight control station. A third seat, usually for an observer or the captain, is located directly behind the pilot and co-pilot's seats. Just behind the captain's chair is the captain's locker, which was made into a weapons locker on the Slip Stream.

The weapons locker contains the following: 1 BlasTech A280 blaster rifle (5D+2), 1 BlasTech E11/B3 blaster rifle (5D/6D), 1 EmriTech R4 blaster rifle (5D), 1 Kashan TTH-B blaster carbine (4D+2), 1 ConsuleTech A-2 blaster pistol (3D+2), 2 BlasTech DL-18 blaster pistols (4D), 1 sawed-off bantha gun (8D/10D), 2 vibroknives (STR+2D), 1 replica warhammer (STR+1D+2), and 1 BlasTech MD-22 heavy disruptor pistol (7D) which is kept in a secure lock box requiring the captain's key to open.

The next room back from the bridge is the navigator's station. This is where the starship's nav computer is located. The nav operator is responsible for plotting all hyperspace jumps from this station. When Sapur added the double ion cannon, he installed the weapons control station in this room as well. The navigator is also responsible for the operation of this weapon. In the case of a quick get away, a second crew member can man the ion cannon's controls to allow the nav operator to plot a safe jump.

A locker room is located behind navigation. This is where the ship's space suits and emergency survival gear are kept. Corellian designers placed these lockers here so that the command crew would be able to easily access the equipment. The Slip Stream carries four standard space suits, two medkits, three breathe masks and a basic tool box.

A small communications room is just behind the locker room. The communications equipment on board of the Slip Stream is highly out of date, but still operable. The Empire standardized communications early on, something the Republic failed to do over several thousand years of galactic rule. Due to the non-standardization of the communications equipment, the operator suffers a -1D penalty on all Communications rolls.

The last room on the command deck is the turbolift lounge area. This room is simply a place for crewers to relax when on duty. There is a couch along the port bulkhead. Anyone entering or leaving the command deck will do so via the turbolift in this room.

Deck Two - Crew Quarters and Maintenance

Deck Two is relatively small and usually restricted to any visitors. The foward compartments are mere living space for the crew and the aft sections are

composed of maintenance hatches and crawlways.

The crew quarters are a bit larger than those found on many ships of this class. Corellian Engineering Corporation designed these ships to be used as couriers, passenger liners and diplomatic conveyances. There are eight quarters, so each crew member has his or her privacy. Two refresher units are located on this level near the turbolift.

Just past the crew quarters, behind a code locked blast door, is a series of maintenance hatches and crawlways. These are used to service most of the ship's essential systems, including the deflector shields, hyperdrive systems, power cells, communications arrays and select sections of the ion drives.

Deck Three - The Main Deck

Deck Three consists of all the luxuries of the ship incorporated by Corellian Engineering Corporation during the Slip Stream's construction. While this class of space cruiser had many subclasses, CEC opted to keep deck three's configuration almost identical on both the diplomatic and cargo versions of the ship.

The foremost section of Deck Three is the detachable salon pod, which is used as the main cargo hold on the Slip Stream. In extreme emergencies, the entire salon pod can detach from the vessel and act as a large escape pod, equipped with its own independent life support and sensors.

Further aft of the salon pod, along the starboard side of the vessel, you can find the captain's private quarters. On the port side there are additional cargo holds used for vital supplies.

The mess hall is located just outside of the captain's quarters with the ship's kitchen just port of it. The mess hall features a large round table with enough seats for the entire crew and a handful of passengers.

A formal lounge is located behind the mess hall on the starboard side. It was intended for passengers to enjoy, but since the Slip Stream does not usually carry passengers, the crew has adopted it as their living room. Most crewers tend to spend a lot of their time in this room. The adjacent port side room is just another cargo hold, typically used to store replacement starship parts.

The main escape pod access tunnels, located on both sides of the ship, can be accessed through a floor panel in the lounge on the starboard side, and a floor panel in the cargo hold on the port side. These tunnels run under the mid deck corridors to the eight person escape pods.

Above the escape pods, adjacent to the mid deck corridors on the starboard side, is a droid hold. The Slip Stream's droids are stored here when they are not needed. This is replaced by another cargo hold on the port side, like much of the other port side compartments.

Aft of the lounge is what Sapur calls the staging room. This staging room stretches across both the starboard and port sides of the ship, with a standard docking ring at each end. This is where cargo transfers are usually completed and boarding operations are conducted from.

Beyond this, behind a second code locked blast door, is another series of maintenance hatches and crawlways, servicing the lower sections of the ship's engine array in addition to the main life support systems.

Craft: Modified Corellian Engineering Corporation's Space Cruiser
Type: Modified transport
Scale: Capital
Length: 115 meters
Skill: Capital ship piloting: Corellian space cruiser
Crew: 8; gunners: 1; skeleton: 2/+15
Crew Skill: See Stefon Sapur
Passengers: 15
Cargo Capacity: 1,510 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: 2D
Space: 9
Atmosphere: 350; 1,000 kmh
Hull: 3D
Shields: 2D+2
Sensors:
- Passive: 35/1
- Scan: 70/2D
- Search: 90/3D
- Focus: 3/3D+2

Weapons:
Double Ion Cannon
- Fire Arc: Dorsal turret
- Crew: 1
- Scale: Starfighter
- Skill: Starship gunnery
- Fire Control: 2D+2
- Space Range: 1-3/7/36
- Atmosphere Range: 100-300/700/3.6 km
- Damage: 4D

Other Systems:
Corellian Emergency Backup Battery
- This backup battery is marketed as a life support systems fail-safe, allowing up to an hour's extra survival in the event of a catastrophic power failure. Ordinarily, life support fails while running silent in only a few minutes, due to lack of power, but the backup battery allows the ship to lurk in space for an extended period.

On Board Droids:
3 R2 astromechs, 1 R3 astromech, 1 R5 astromech, 1 V1 pilot droid, 1 3PO protocol droid, 1 K4 security droid equipped with an internal blaster (5D)

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