



Starships D6 / The Serendipity

The Serendipity

Craft: Heavily modified Rendili StarDrive Bulk Cruiser

Type: Modified bulk cruiser

Scale: capital

Length: 600m

Skill: Capital ship piloting: Serendipity

Crew: 6,080, gunners: , skeleton: 2,118

Passengers: 500 (security and research personnel)

Consumables: 1 year

Cargo Capacity: 2,000 tons

Space: 6

Manueverability: 1D

Hyperdrive: X1

Backup: X18

Nav Comp: yes

Hull: 6D+1

Shields: 2D+2

Sensors: 30/1D; 75/2D; 150/3D; 5/4D

Weapons:

1 Heavy Particle Beam Cannon

Fire arc: ventral turret

Crew: 2

Skill: capital ship gunnery

Fire Control: 2D

Space range: 1-10/25/50

Atmosphere range: 1-10/25/50km

Rate of fire: 1/2

Damage: 11D+1

2 Hunter-Killer Missile Systems

Fire arc: all

Crew: 3

Skill: sensors (for target lock), capital ship gunnery (for attack roll)

Fire control: 4D (sensors), 7D+1 (on board targeting computer)

Space Range: 0-12/24/48 (special)

Rate of fire: 2

Damage: 6D+2

2 Concussion Missile Tubes

Fire arc: 1 front, 1 aft

Crew: 1

Skill: capital ship gunnery

fire control: 2D

Space range: 2-12/30/60

Atmosphere range: 4-24/60/120km

Damage: 9D

1 Advanced Plasma Burner

Fire arc: turret (can't fire aft)

Crew: 8

Skill: capital ship gunnery

fire control: 3D+2

space range: 1/3/7

atmosphere range: 50-100/300/700m

damage: 9D+1 (plus 1D for each round after the first that the burner hits the ship)

16 Quad laser Cannons

Fire arc: 4 each

Crew: 1

Scale: starfighter

Skill: starship gunnery

Fire control: 3D+2

Space Range: 1-5/15/30

Atmosphere range: 1-5/15/30km

Damage: 6D

8 Heavy Turbolaser Batteries

Fire arc: 4 front, 2 left, 2 right

Crew: 4

Skill: capital ship gunnery

Fire Control: 3D

Space range: 3-15/35/75

Atmosphere range: 6-30/70/150km

Damage: 7D+2

10 Heavy Ion Cannons

Fire arc: 2 front, 3 left, 3 right, 2 aft

Crew: 5

Skill: capital ship gunnery

Fire Control: 4D

Space range: 1-10/25/50

Atmosphere range: 2-20/50/100km

Damage: 6D

Capsule: The Serendipity is the flagship of Lobic Arms, and has served as a testbed for many of their ship-mounted weapon designs in the past. Those weapons which were the most successful were kept, while the rest were removed to make room for better designs. Over the years this ship has been rebuilt so

many times that it bears no resemblance to the bulk cruiser that it began life as. Lobic Arms has also added increased armour, shields, and upgraded the drive systems. When the Nethin system was discovered it was decided that a flagship was required to maintain a strong armed presence in the system in order to protect Lobic interests. The Serendipity was the most battle-ready of the company's testbed ships, and it was quickly converted to serve in active duty. Since then the Serendipity has recieved the best equipment that Lobic Arms has to offer, and has not been subject to the sometimes dangerous testing that it used to undergo. For more info on the Heavy Particle Cannon, the Hunter-Killer Missile System, and the Advanced Plasma Burner please see the equipment section of this webpage.

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