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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