Starships D6 / Pax Magellanic



Craft: Systems Commonwealth High Guard Glorious Heritage Class XMC-1-913 "Pax Magellanic"
Type: Heavy Cruiser
Scale: Capital
Dimensions:
-Length: 1301m
-Beam: 976m
-Height: 325m
Skill: Capital Starship Piloting: Glorious Heritage Heavy Cruiser
Crew: 4,132, skeleton: 5/+15
Crew Skill: 6D (AI, all skills except Astrogation)
Passengers: 500
Cargo Capacity: 2,500 metric tons
Consumables: 4 years
Cost: Not available for sale
Slipstream: N/A (see below)
Nav Computer: Yes
Maneuverability: 4D
Space: 8
Hull: 6D
Defenses: (see below for rules)
  High Tension Armor: +5
  Ablative Armor: 1D
  Reactive Armor: 2D
  Battle Blades: 3D
Sensors:
  Passive: 50/2D
  Scan: 100/3D
  Search: 200/4D
  Focus: 6/4D+2

EXTRA COMBAT CRAFT:
-36 RF-42 Centaur Tactical Fighters
-76 RA-26 Shrike Strike Fighters
-12 AF/A-29 Phoenix Atmospheric Attack Craft
-16 ES-115 Oracle Heavy Sensor/Attack Drones
-8 ES-14 Janus Light Sensor/Attack Drones

WEAPONS
  40 ELS Missile Tubes
    Location: Scattered across the hull.
    Fire Arc: "turret"
    Crew: 1 (bridge crew)

Skill: Missile Weapons
Scale: (Varies by warhead type)
-Offensive Kinetic Kill Missiles: Capital
-Defensive Kinetic Kill Missiles: Starfighter
-Smart Anti-Ship Missiles: Capital
-Strategic Smart Anti-Ship Missiles: Capital
-Strategic MIKV: Starfighter
-Surface Attack: Walker
-Nova Bombs: Death Star
-"Rosanne" Nova Bomb: Death Star
Fire Control: 2D
Space Range:
-Offensive Kinetic Kill Missiles: 1/3/7
-Defensive Kinetic Kill Missiles: 1/2/3
-Smart Anti-Ship Missiles: 1/3/7
-Strategic Smart Anti-Ship Missiles: 1/4/9
-Strategic MIKV: 1/3/7
-Surface Attack: 1/3/7
-Nova Bombs: 1/3/7
-"Rosanne" Nova Bomb: 1/2/3
Atmosphere Range:
-Offensive Kinetic Kill Missiles: 50-100/300/700m
-Defensive Kinetic Kill Missiles: 30-100/200/300m
-Smart Anti-Ship Missiles: 50-100/300/700m
-Strategic Smart Anti-Ship Missiles: 50-200/400/800m
-Strategic MIKV: 50-100/300/700m
-Surface Attack: 50-100/300/700m
-Nova Bombs: 50-100/300/700m
-"Rosanne" Nova Bomb: 50-109/200/300m
Damage:
-Offensive Kinetic Kill Missiles: 11D
-Defensive Kinetic Kill Missiles: 11D
-Smart Anti-Ship Missiles: 9D
-Strategic Smart Anti-Ship Missiles: 9D
-Strategic MIKV: 7D (Cluster Bomb Effect, does 1D+2 seperate damage rolls)
-Surface Attack: 10D
-Nova Bombs: 10D
-"Rosanne" Nova Bomb: 20D
Ammo:
-Nova Bombs: 40 total
-"Rosanne": 1 (unique)
-All Other Missiles: 10 per launcher, 100 in storage
Rate of Fire: 1 missile per attack per launcher.

24 Kinetic Projectile Weapons (Smart Bullets)
Location: Scattered about the hull
Fire Arc: All partial turrets; 6 right/front/left; 6 rear/right/front; 6 rear/left/front; 6 right/rear/left
Crew: 1 (gunner or bridge crew)
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 5D

Space Range: 1-3/12/24
Atmosphere Range: 30-300/1.2/2.4km
Damage: 5D
Ammo: 100 (smart bullets, bursts per gun turret)
Rate of Fire: 1 (burst per attack)

12 PDL 50Mw Turrets
Location: Scattered about the hull.
Fire Arc: All Partial Turrets; 3 right, front, left; 3 front, left, rear; 3 front, right, rear; 3 right, rear, left.
Crew: 1 (gunner or bridge crew)
Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 3D
Space Range: 1-3/12/24
Atmosphere Range: 50-300/1.2/2.4km
Damage: 6D
Ammo: Effectively Unlimited
Rate of Fire: 1 beam burst per attack

12 AP Cannons
Location: Scattered about the hull.
Fire Arc: 4 front; 4 right; 4 left; 4 rear.
Crew: 1 (gunner or bridge crew)
Skill: Capital Ship Gunnery
Scale: Capital
Fire Control: 4D
Space Range: 3-15/36/75
Atmosphere Range: 6-30/72/150km
Damage: 8D
Ammo: Effectively Unlimited
Rate of Fire: 1 Anti-Proton burst per attack.

DESCRIPTION:
The Pax Magellanic is a Glorious Heritage class vessel. It's serial number is XMC-1-913, and she was constructed in the Newport News Orbital Shipyards above earth. Captain Warrick, and then Lieutenant Jill Pearce were its commanders. The first of its line, her sisters consider her to be the eldest of them all. Originally, her Ships nickname and her avatars nickname was Maggie, but she was later called Jill.

-HSTORY-

During her long years of service, Magellanic had saved Princess Sukarhit from a Magog attack on her first mission and received honours from both the Vedran Empress and the Triumvirs.

During the Nietzschean Uprising, the Magellanic was dispatched to the Herotodus system to reinforce and assist General Sky Falls in Thunder. Warrick and his Lancers went down to the planet but were overwhelmed. To avoid the Magellanic's capture, he ordered her to self-destruct. However, couldn't believe this coming from one she loved, seeing it as a betrayal, she ejected her slipstream core, incinerating the planet and everyone on it. The resulting blast made her incapable of FTL travel and isolated her in the system, as well as creating a huge debris field. The AI then

made android copies of some of the original crew, and then used the ship's medical logs to recreate them in order to fend off loneliness.

After 300 years, the Andromeda Ascendant arrived in the system and Captain Hunt and his crew try to salvage the ship so that his cause to resurrect the Systems Commonwealth would have another powerful warship to help with the effort. However, after the crew discovered Jill's secret and, the Magellanic began attacking them with her androids and they fled the ship. The Magellanic then started to fire on Andromeda, and when the Andromeda returned fire, Jill intentionally lowered her AP cannons and her other defenses so that she would be inadvertently destroyed by her sister ship.

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