Starships D6 / Beacon Ship

CHISS BEACON SHIP

Craft: Chiss Ascendancy Beacon Ship
Type: Fleet navigation support vessel
Scale: Capital
Dimensions:
-Length: 400m
Skill: Capital ship piloting: Chiss Beacon Ship
Crew: 150
-gunners: 24
-skeleton: 25/+10
Crew Skill: Astrogation 5D+2, capital ship gunnery 4D, capital ship piloting 4D+2, communications 5D+2, sensors 5D
Passengers: 100 (troops)
Cargo Capacity: 1,500 metric tons
Consumables: 1 year
Cost: N/A
Hyperdrive: x2 (Backup: x12)
Nav Computer: Yes
Maneuverability: 1D
Speed:
-Space: 3
Hull: 2D+2
Defenses:
-Shields: 2D
Sensors:
  Passive: 25/0D
  Scan: 50/1D
  Search: 100/2D
  Focus: 3/3D+1
  Navigation Beacon: 500/5D

SHIPS:
-36 Starfighters (1 wing of 3 squadrons)

WEAPONS:
  6 Maser Cannons
    Location: Scattered about the hull
    Fire Arc:
    -2 front
    -2 right
    -2 left
    Crew: 4
    Skill: Capital ship gunnery

Scale: Capital
Fire Control: 1D
Space Range: 3-10/20/40
Atmosphere Range: 6-20/40/80km
Damage: 6D
Ammo: N/A
Rate of Fire: 1/2

DESCRIPTION:

Chiss Beacon Ships were used by the Chiss in a support role and were charged with providing hyperspace coordinates to Nssis-class Clawcraft as well as other ships within the Chiss fleet that lacked navigational computers. Depending on the length of a journey, these ships were often strung along travel routes where they coordinated smaller ships as well as ensured that they were not lost in their travels.

Its complement of 36 fighters usually consisted of a mix of Advanced Clawcraft, Nssis-class Clawcraft, Chiss Heavy Fighters and Chiss Recon Fighters.

GAME NOTES

NAVIGATION BEACON: Several ships used by the Chiss Ascendancy and the Empire of the Hand relied on navigation beacons for hyperspace coordinates, which would either be supplied by already established hyperspace beacons, or by beacon ships such as this one. In the Sensors section, there is an addition for the navigation beacon. While fighters and other ships go into battle, the beacon ship can stay far away, safe and sound, and if the fleet needs new hyperspace coordinates for a jump, the beacon ship relays these coordinates to all ships being supported in its fleet.

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