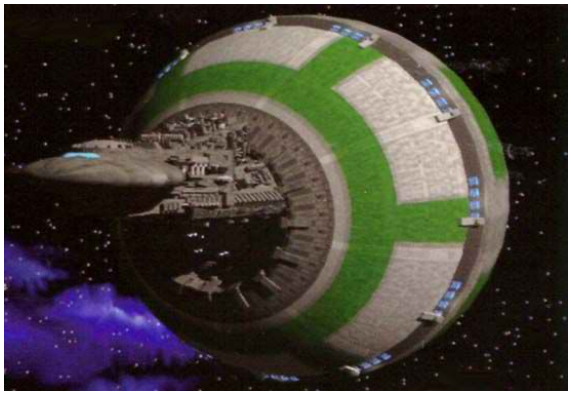
Starships D6 / Earth Alliance Asimov Liner



ASIMOV LINER

Craft: Earth Alliance Asimov Class Liner
Type: Luxury liner/commercial transport)
Scale: Capital
Dimensions:
-Length: 600m
Skill: Capital ship piloting: Asimov Liner
Crew: 125
-Skeleton: 30/+10
-Emergency Evac: 1,200+/1 month
Crew Skill: Astrogation 4D+1, Capital ship piloting 3D, Sensors 2D
Passengers: 300 (luxury quarters)
Cargo Capacity: 7,500 metric tons
Consumables: 6 months
Cost: Not available for sale (or is it?)
Hyperspace Jump Engines: No
Nav Computer: Yes
Maneuverability: 1D
Speed:
-Space: 2
-Atmosphere: N/A
Hull: 5D
Shields: N/A
Sensors:
-Passive: 25/0D
-Scan: 50/1D
-Search: 100/2D
-Focus: 3/3D

AUXILIARY CRAFT CAPACITY:
-4 to 8 Crew Shuttles

WEAPONS: N/A (Could be modified to carry some)

GAME NOTES:

-ROTATING SECTIONS: If the rotating sections take damage, roll 1D. On 1 they stop rotating, the ship loses gravity, and the crew have to operate in zero-g with all the penalties that apply. Damage to rotating sections may also cause the crew to be thrown about (roll 1D, 1-2 causes this). If so, the crew must roll Dex against Difficult Difficulty. Failure incurs 4D damage. Ships built with

rotating sections in Earth Alliance/Earthforce ships have less speed (between -1 and -2) and maneuverability (between -1 and -1D) to than if they were built without them (with their crews operating in zero-g).

DESCRIPTION:

Asimov Class is a type of commercial starliner produced by the Earth Alliance Barfingle's Manufactory located at Earth.

Characteristics

All Asimov Class liners have a rotating habitat area. The command decks and shuttle bays do not have artificial gravity. While most Asimovs are used for comfortable transportation some are used just for cargo, especially when cargo may need to be under gravity for long durations. Prior to the outbreak of the Telepath War, the Psi Corps had secretly modified several starliners to serve as Motherships, spending most of their time in hyperspace, ferrying missions back and forth.

While the class was only designed to carry 300 passengers, when pushed to absolute capacity an Asimov can carry as many as 2000, though under extremely cramped conditions.

Known Vessels

Asimov: The Asimov was a frequent visitor to Babylon 5, for the most part transporting passengers and cargo to and from Earth.

Callisto: The Callisto docked at Babylon 5 in 2258.

Unnamed Ship: One of several transports taken by Stephen Franklin and Marcus Cole in an effort to circumvent the Earth Alliance blockades between Babylon 5 and Mars in 2261. Captain Jack claimed that the ship's pilot was his brother.

OTHER INFO:
Affiliation: Earth Alliance
Class: Luxury Liner/Commercial Transport
Length: 600m
Crew: 125, 300 passengers, 7,500m tons of cargo
Engines: 4 Beigle-Bryant 9000A Particle Thrust Engines
Jump Capable: No
Gravity: Rotational sections only
Weapons: None
Auxiliary Craft: Docked shuttles

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