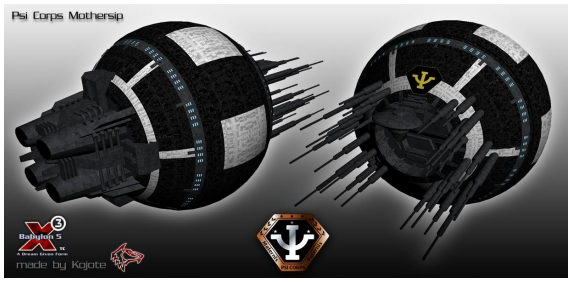
Starships D6 / Psi Corp Mothership



PSI CORP MOTHERSHIP

Craft: Psi Corp Mothership
Type: Heavily modified Asimov Liner (Stealth operations baseship)
Scale: Capital
Dimensions:
-Length: 700m
Skill: Capital ship piloting: Psi Corp Mothership
Crew: 130
-Gunners: 18
-Troops: 200 (Psi Cops, replaces Passengers)
-Skeleton: 30/+10
-Emergency Evac: 800+/1 month
Crew Skill: Astrogation 4D+2, Capital ship gunnery 4D, Capital ship piloting 4D, Sensors 4D, Starship gunnery 4D
Passengers: 200 (luxury quarters)
Cargo Capacity: 4,000 metric tons
Consumables: 6 months
Cost: Not available for sale
Hyperspace Jump Engines: No
Nav Computer: Yes (+2D Astrogation)
Maneuverability: 1D+2
Speed:
-Space: 4
-Atmosphere: N/A
Hull: 5D+2
Shields: N/A
Sensors:
-Passive: 30/1D
-Scan: 60/2D
-Search: 120/3D
-Focus: 4/4D

AUXILIARY CRAFT CAPACITY:
-Crew Shuttles (Psi Corp variants)
-Kestrel Shuttles
-12 Stealth Starfuries

WEAPONS:
1 Heavy Laser Battery
Location: Mounted in forward hull
Fire Arc: Front

Crew: 2 (bridge crew)
Skill: Capital starship gunnery
Scale: Capital
Fire Control: 2D
Range:
-Space: 3-15/30/60
-Atmosphere: 6-30/60/120km
Damage: 7D
Rate Of Fire: 1/2

4 Pulse Discharge Cannons
Location: Mounted along hull
Fire Arc: Turrets
Crew: 2 (4)
Skill: Capital starship gunnery
Scale: Capital
Fire Control: 3D
Range:
-Space: 2-12/24/50
-Atmosphere: 4-24/40/100km
Damage: 4D
Rate Of Fire: 2

4 52mm Plasma Pulse Cannons
Location: Mounted along hull
Fire Arc: Turrets
Crew: 1 (4)
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 3D
Range:
-Space: 1-3/12/25
-Atmosphere: 100-300/1.2/2.5km
Damage: 6D
Rate Of Fire: 2

4 Interceptors
Location: Mounted along hull
Fire Arc: 4 turrets
Crew: 1 (4)
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 4D
Range:
-Space: 1-4/16/35
-Atmosphere: 100-400/1.6/3.5km
Damage: 2D
Rate Of Fire: 4

DESCRIPTION:

The Psi Corps motherships were a type of ship, secretly operated by Psi Corps in the years leading up to the Telepath War.

The ships themselves were heavily modified Asimov class commercial liners and would spend the vast majority of the time in hyperspace, staying out of sight while ferrying missions back and forth, coming into normal space only when in need of repairs.

DESIGN NOTES

The Psi Corp Mothership has been written up as a modified Asimov Liner. In that, it has greater length to take into account its larger engines, which also grant it more speed and maneuverability. It also has improved hull, sensors, and a good weapons package for a ship of its size and general purpose. In return, this Asimov variant also gives up a good share of its cargo capacity and passenger space. Some of that space more than likely is for prisoners apprehended by the Psi Corp. Note that these prisoners will almost never be "Mundanes", people with no telepathic abilities, as the psi Corp is known to jettison any Mundane criminals they apprehend, wether in persuit of other renegade telepaths or not.

While not listed here, it is also VERY likely that the Psi Corp Mothership has stealth capabilities similar to that of the Stealth Starfury. If GMs/players wish, they can simply apply the stealth rules for the Stealth Starfury to the Psi Corp Mothership on a capital scale.

OTHER INFO:
Affiliation: Earth Alliance, Psi Corp
Class: Asimov class (Retrofitted)
Crew: 130
Engines: 4 ion engines
Jump Capable: No
Gravity: Rotational sections only
Auxiliary Craft:
-Crew Shuttles
-Atmospheric Shuttles

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