Starships D6 / Verdant Spaceworks Belladon

Verdant Spaceworks' Belladonna Cruiser

The U-5 Belladonna was designed off ancient submarine designs. The ship even resembles the long diesel craft of an era long forgotten in much of the galaxy. It has a trim long shape that could glide easily through water instead of space. The craft has two quad cannons on the dorsal surfacee, just fore and aft of the bridge column, with a turbolaser battery a little further forward. The main weapon of the Belladonna though is the universal warhead launchers. These large missile tubes can carry and be set to fire almsot any type of warhead bought from any company, but especially designed to carry VerdanTech warheads. The cruiser has a very good sensor stealth system to allow it to sneak about like submarines did in the depths of their era. The ship was meant to fill a similair role as subs as a military weapon of warfare but it degenerated quickly to a raiding vessel for priates. Verdant keeps a bunch of these in it's private security fleet.

Model: Verdant Spaceworks' U-5 "Belladonna" Cruiser
Type: Light Cruiser
Era: Endor +
Scale: Capital
Length: 150 meters
Skill: Capital ship piloting: Belladonna
Crew: 75, Gunners: 14
Crew Skill: Astrogation 4D+2, capital ship gunnery 5D, capital ship piloting 4D+2
Passengers: 50 (troops)
Cargo Capacity: 3,000 metric tons
Consumables: 3 months
Cost: 2.4 million (new)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Hull: 4D+2
Shields: 1D+2
Sensors:
- Passive: 30/0D
- Scan: 55/1D
- Search: 120/2D
- Focus: 4/3D

Sensor Stealth: +2D to difficulty to detect at ranges great than 40 units.
Weapons:
2 Quad Turbolaser Cannons
- Fire Arc: Dorsal Turret

Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-20/40/80
Damage: 4D+2

Turbolaser Battery
Fire Arc: Front
Crew: 2
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-10/30/60
Damage: 6D

5 Universal Missile Tubes
Fire Arc: 4 Front, 1 Back
Crew: 2
Scale: Varies
Ammo:(typical) 6 Spontoon Lights, 8 spontoon Mediums, 6 Spontoon Heavies, 6 Spontoon Ulta-Heavies or Decimators
Skill: Capital ship gunnery
Fire Control: Varies
Space Range: Varies
Atmosphere Range: Varies
Damage: Varies

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