



## Starships D6 / Verdant Spaceworks Be

### 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 surface, 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 almost any type of warhead bought from any company, but especially designed to carry VerdantTech 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 similar role as subs as a military weapon of warfare but it degenerated quickly to a raiding vessel for pirates. Verdant keeps a bunch of these in its 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 Ultra-

Heavies or Decimators

Skill: Capital ship gunnery

Fire Control: Varies

Space Range: Varies

Atmosphere Range: Varies

Damage: Varies

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