



## Starships D6 / Verdant Spaceworks Fleet

### Verdant Spaceworks Fleet Carrier

The SAR-128 Fleet Carrier is a very impressive ship, especially for one of its size. It carries five squadrons of starfighters plus shuttles, assault transports, and landing craft. The ship measures out at only about half a kilometer but carries a staggering arsenal, capable of bloodying the nose of anyone who gets too close. A turreted heavy turbolaser battery can give a solid punch in any direction as can the two front end batteries. Six turbolasers and four heavy alser cannons are spread evenly across the sides giving a solid fire pattern against enemy ships approaching. The really staggering part though, comes from thirty concussion missile, and seventy-two proton torpedo launchers spread out across the ship. The missiles are set along the sides for broadsiding enemy vessels while the torpedoes are set forward for head on assault. The first of these ships, the Saratoga was actually built to be a major part of the Verdant Security Force. The Saratoga has become famous as has its crew and the fighter squadrons housed on it.

Ship: Verdant Spaceworks SAR-128 Fleet Carrier

Type: Fleet carrier

Scale: Capital

Length: 525 meters

Skill: Capital ship piloting: fleet carrier

Crew: 6,854; gunners: 110; skeleton: 724/+15

Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D

Passengers: 900 (troops)

Consumables: 2 years

Cargo Capacity: 20,000 metric tons

Cost: 7.6 million (new)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x16

Nav Computer: Yes

Space: 6

Maneuverability: 1D

Hull: 6D

Shields: 3D

Sensors:

Passive: 50/1D

Scan: 75/3D

Search: 150/4D

Focus: 5/4D+2

Weapons:

Heavy Turbolaser Battery

Fire Arc: Turret

Crew: 2

Skill: Capital ship gunnery

Fire Control: 0D

Space Range: 5-20/40/60

Atmosphere Range: 10-20/80/120 km

Damage: 10D

2 Turbolaser Batteries

Fire Arc: Front

Crew: 2

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

6 Turbolasers

Fire Arc: 3 left, 3 right

Crew:

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150km

Damage: 5D

4 Heavy Laser Cannons

Fire Arc: 2 Left, 2 right

Scale: starfighter

Crew: 1

Skill: Starship Gunnery

Fire Control: 2D

Space/Orbit Range: 1-5/12/25, 2-10/24/50 km

Damage: 6D

30 Concussion Missile Launchers

Fire Arc: 15 left, 15 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120km

Damage: 9D

72 Concussion Missile Launchers

Fire Arc: Front

Crew: 4

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-10/15/35

Atmosphere Range: 6-20/30/70 km

Damage: 10D

Starfighter Complement: 5 Squadrons

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