

Starships D6 / Colonial Anti-gravity Ship (Gal

Anti-gravity Ship

Craft: The Anti-gravity Ship

Type: Prototype Colonial Advanced Spacecraft.

Scale: Starfighter

Dimensions:

-Length/Width: 50m (saucer-shaped design)

Skill: Space Transport Piloting: Anti-gravity Ship

Crew: 1 (pilot, Doctor Zee, otherwise may need more)

Crew Skill: (?)

Passengers: 50-100

Cargo Capacity: 1,000 metric tons

Consumables: 1 month

Cost: This baby is NOT available for sale!

Hyperdrive: N/A (but Doctor Zee is a genius, he could if he wanted to!)

Nav Computer: Yes

Maneuverability: 7D

Space: 12

Atmosphere: 450; 1,300kmh

Hull: 6D

Shields: 6D

Sensors:

-Passive: 60/3D

-Scan: 100/4D

-Search: 150/6D

-Focus: 8/8D

WEAPONS:

Anti-gravity Projector Beams

Location: Part of the ship's Anti-gravity field generators, has no specific location.

Fire Arc: "turret"

Crew: 1 (pilot or extra gunner, if they know how to work it)

Skill: Starship Gunnery (Maybe?)

Scale: Starfighter (Again, maybe?)

Fire Control: 4D

Space range: 2-10/24/50 (Full Cover Field: 2-4/8/24)

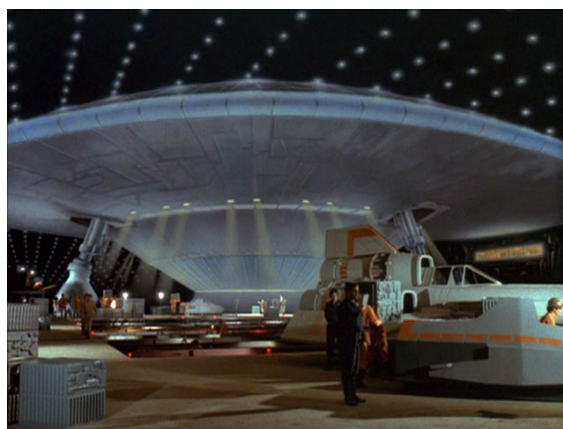
Atmosphere Range: 200-1/2.4/5km (Full Cover Field: 200-400/800/2.4km)

Damage: 10D (Full Cover Field: 5D)

Ammo: Unlimited.

Rate of Fire: Works like a highly advanced tractor beam; a focused beam in any chosen direction towards an intended target; OR a wave covering an entire fire arc at -3D; OR a field surrounding the ship and emitted at a third of maximum range with half Damage Dice.

NOTES:



The Statistics given for the Anti-gravity Ship are non-canonical. There was very little to pull from what original material could be found. Therefor, these are, for the most part, made up to give an idea of how the ship functioned, and how perful it was supposed to be. No weapons or shields are mentioned, but it was said to be powerful enough to challenge the Cylon Alliance itself if more could be made, and it was said to be highly advanced, beyond anything the cylons or Colonials could perform without Doctor Zee's help. Therefor, these statistics are meant to exemplify this. ENJOY

DESCRIPTION:

The anti-gravity ship is a prototype Colonial spacecraft, designed and built under the guidance of Doctor Zee, incorporating technological innovations far more advanced than either Cylon technology or conventional Colonial technology. Adama believes the vessel to be so powerful that, in sufficient numbers, a force of these vessels could actually enable the humans to retake the Twelve Colonies, but there are no further resources or raw materials to enable the Galactican Fleet to construct additional ships like it (The Super Scouts, Part II).

The ship itself is unlike previous Colonial craft in both its saucer design and its oddly luminous nature, in addition to its capability of landing vertically. The ship also creates a mist upon entering Earth's atmosphere (The Super Scouts, Part II) that can, when properly implemented, create rain clouds interspersed with nutrients to accelerate plant growth (Space Croppers).

The ship has the ability to analyze every facet of its surroundings, including the people who occupy such surroundings, and is capable of giving an accurate, detailed projection of what will happen in a period of time. In addition, the craft has advanced medical facilities.

A curious bi-product of the ship is its ability to neutralize Earth's vehicles within roughly one mile of its landing zone. The vehicles part of Sydell's motorcade were neutralized as they approached the mountain, where the ship had landed.

Furthermore, while the ship has a crew of Colonial personnel, the ship is operated primarily by Zee who is the only person who fully understands the functions of the ship (The Super Scouts, Part II).