



Starships D20 / Verdant Spaceworks S

Verdant Spaceworks' Small Service Craft

The little Drone Bee of the Verdant Spaceworks work force. The SSC small service craft perform repairs, rearmaments, and refueling for Verdant Facilities and the craft around it. These vessels can be dispatched to perform repairs on facilities such as factories and shipyards, repair damaged fighters and transports, refuel fighters and transports, or rearm starfighters in a battle. They are small agile craft capable of getting to hard to access areas. During time of raid, some facility commanders have been known to desperately even send the SSC into battle using their tools to cause instead of repair damage, including using their plasma torches to open hull in enemy capital ships' hulls exposing them to vacuum.

Craft: Verdant Spaceworks SSC Small Service Craft

Class: Space Transport

Size: Diminutive (7 m long)

Hyperdrive: None

Passengers: 0

Cargo Capacity: 0 tons

Consumables: 3 hours

Cost: 123,000 (new)

Maximum Speed In Space: Attack (8 squares/action)

Atmospheric Speed: Not applicable

Crew: 1 (Skilled +4)

Initiative: +8 (+4 size, +4 crew)

Maneuver: +8 (+4 size, +4 crew)

Defense: 24 (+4 size, +10 armor)

Shield Points: 0

Hull Points: 60 (DR 10)

Weapons:

Plasma Torch

Fire Arc: Ventral

Attack Bonus: +6 (+4 size, +2 crew)

Damage: 6d10x2

Range: 4 m

Note: The plasma torch boarding device is mounted on the ship's airlock system. The controls are just inside the main airlock. Roll damage against DC equal target ship's DRx4; if the torch beats DC, it has breached the hull. Once the hull is breached, the torch requires a full minute to cut a one-meter-wide by one-meter-high hole.

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