Starships D6 / Colonial Shuttle Galactica Cus



Colonial Shuttle Galactica Custom Model

Craft: Custom Model Shuttle
Type: Colonial Multi-role Transport Craft.
Scale: Starfighter
Dimensions:
-Length: 18.7m
-Width: 10.3m
-Wingspan: 12.5m (When wings are deployed in atmosphere)
Skill: Space Transport Piloting: Colonial Beta-Shuttle
Crew: 1 or 2 (pilot and/or co-pilot)
Crew Skill: Spacd Transports Piloting 4D+2
Passengers: 20 comfortably; 40 troops; 80 in emergency evac.
Cargo Capacity: 120 metric tons (if no passengers)
Consumables: 2 weeks (in emergency gear)
Cost: N/A (Was built after the destruction of the Twelve Colonies)
Hyperdrive: N/A
Nav Computer: Yes (for intrasystem travel and guidance from its baseship)
Maneuverability: 2D+1 (3D in Atmosphere)
Space: 7
Atmosphere: 350; 1,000kmh
Hull: 4D+2
Shields: N/A
Sensors:
-Passive: 30/1D
-Scan: 45/1D+2
-Search: 50/2D+2
-Focus: 3/4D

WRITE-UP NOTES:
This shuttle type never had mush mentioned about it in the comic miniseries. Still, just from the visuals, one can sssume much from what they see. Somewhat smaller, sleeker, a lkittle longer, this model of shuttle handles much better than the old, especially in atmosphere, but seems to lack cargo space.

DESCRIPTION:
-In the 1995 Wildstorm Comic Book miniseries, Battlestar Galactica: War of Eden:
The Galactica and its fleet have traveled the stars for roughly twenty yahren. Over that time, there have been many changes. Adama was placed in cryogenic sleep due to katai syndrome; Apollo has assumed command of the Galactica; Ty has become president of the Quorum of Twelve; Athena has taken his place as Colonel and second in command of Galactica; Starbuck commands the mighty Viper squadrons, Boomer as his second in command and has a daughter; Boxey has grown up and become a warrior in his own right. Sheba and Apollo have been sealed

and have had a child of their union, named Cain after his grandfather; and many other changes.

As many battles would take place between the fleet and the Cylons over the years, resources, vehicles and weapons would be lost in the conflicts. As resources were replaced, it was decided to build completely new designs in Vipers and Shuttles, even refitting the Galactica itself with new technologies such, as the Temporal Overdrive.

One of these changes was the Shuttle II. Never really being given a name or designation, the new shuttles would replace the older models lost over the years. They lack some of the blocky durability of the old models, but make up for it in increased speed and maneuverability, giving it a much better chance of evading Cylon attacks alltogether, a trait preferred by some of the more skilled pilots in the fleet. The new model shuttle has less cargo space than the older model, and can carry only a single Landram. But since the specs for the old model were lost and parts ran out, it was easier to build facilities within the fleet to produce parts for the new shuttles once a working design was completed, making them much more readily available and easier to repair when damaged. Therefore, though they can only carry one landram and so many troops, there are enough shuttles to transports the same compliments as before and then some, and also spread them apart to make it harder to take out such forces in the heat of battle.

The Shuttle II is used in the War of Eden comic miniseries to transport Adama and Apollo to the surface when they find Earth. As it entered the atmosphere, the rear view showed stabilizer fins rotated under the engine nozzles, which spun out for better atmospheric control. As it landed, it showed other atmospheric control surfaces expose themselves to slow itself down as it prepared to land. With this, one can assume it was built to be more maneuverable than the previous models.

In the last comic miniseries, Journey's End, Apollo uses the Shuttle II to board the Atlantia after the Galactica has been thrown into the past. When hailed by their flight control and questioned about the unrecognized craft, he announces that it is a Galactica prototype, but does not say anything about the situation or about being the future Apollo, presumably to make it easier to crash the meeting of battlestar commanders before the attack at Cimtar. Unfortunately, his plan fails and he is thrown in the brig. The Adama of the time eventually believes him, freeing him and the Cylon Pilot model he brought from the future. Yet thet were still unable to save the Twelve Colonies.

-Campaign; Stargate-Alliance:

In my campaign, I am trying to take the concept of Galactica 1980 and making it work....by crossing it with modern day Earth of the Stargate Universe! In this setting, the Galactica and its fleet have found Earth, and they definitely have the ability to fight back against the Cylons. But the Cylons are on the move to conquor entire galaxies, and things are stiring yet again in the Milky Way as a new enemy pulls strings from the shadows.

In this campaign, both the old AND new shuttles exist, the old slowly being phased out as parts for them become more scarce, but many in the fleet still keep them going as a preference matter.

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