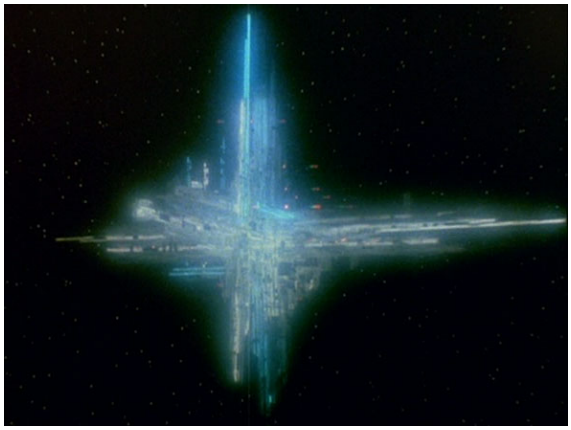
Starships D6 / The Ship of Lights (Original Se



The Ship of Lights

Craft: The Ships of Lights
Type: Beings of Light Spacecraft
Scale: Capital
Dimensions:
-Length: Unknown
-Width: Unknown
Skill: Capital Starship Piloting: Funky Ship
Crew: Unknown
Crew Skill: ??? (Capital Starship Piloting 7D, Capital Starship Gunnery 7D, Capital Starship Shields 7D)
Passengers: Unknown
Cargo Capacity: Unknown
Consumables: Unknown
Cost: N/A
Hyperdrive: ??? (Presumably; can get around faster than any other known spacecraft, via unknown Faster Than Light methods)
Nav Computer: Unknown (Probably some form of advanced technology as yet to be understood)
Maneuverability: 5D (perhaps more?)
Space: 15 (Again, perhaps more? Could outrun anything the Colonials or Cylons ever had)
Hull: 8D (Unknown crystalline substance)
Shields: 8D (Unknown energy type)
Sensors:
-Passive: ?
-Scan: ?
-Search: ?
-Focus: ?

WEAPONS:
The Ship of Lights probably has weapons or defensive/offensive capabilities of some sort, but as to what they are or what they do is almost completely unknown. In the original series, it has never actually destroyed anyone or any ships. In the comic miniseries, War of Eden, it's smaller craft, which look like spheres of light, attack Baltar's basestar, Hades, and begin to eliminate his Raiders with what appear to be arcs of lightning of massive power. That is, until Count Iblis used his own new powers to blow the Spheres of Light away, since they were after him in the first place.

With the Lightning Arcs given below, the Ship of Lights can also automatically stun targets, and teleport them aboard (or rather, to a different dimension).

Seraph Lightning Arcs
Location: Unknown.
Fire Arc: 'Turret'
Crew: 1 (presumably, someone controls it)
Skill: ??? (Capital Starship Gunnery)

Scale: Any, except Death Star (Or, can it?)
Fire Control: ??? (5D)
Space range: 1-30/60/100
Atmosphere Range: 100-3/6/10km
Damage: 10D (or more?)
Ammo: UNLIMITED
Rate of Fire: A single bolt per attack; OR a bolt for every target within range; OR same but selective to specific targets and not all.

DESCRIPTION:
The Ship of Lights is the spacecraft used by the Beings of Light.
The Ship of Lights is an immensely large and fast spacecraft of unknown but highly advanced technology.
Viper pilots hear a strange piercing sound as it approaches. The craft has the ability to render people unconscious, as well as make them disappear (War of the Gods, Part I).
The "vanished" pilots and spacecraft are transported to a different dimension. When returned to their own dimension the warriors' memories have been erased regarding their abduction experience (War of the Gods, Part II).
In the Wildstorm comic book miniseries, War of Eden, the Beings of Light were called the Seraphs. They appeared to Apollo roughly 5 yahren after the destruction of the Twelve Colonies and ffered he and the fleet a device called a Temporal Overdrive to aid them in their quest for Earth. The scenery showed that both the Ship of Light and Apollo's Viper still looked like those of the original television series.

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