Starships D6 / Eureka Maru



Eureka Maru

Craft: The Eureka Maru
Type: Custom built cargo ship
Scale: Capital
Dimensions:
-Length: 42m
-Weight: 12,000 tons
Skill: Capital ship piloting: Eureka Maru
Crew: 1 (pilot, minimum) to 5
Crew Skill: Varies by crew
Passengers: 10 (comfortably); 100 or more (in emergency)
Cargo Capacity:
-Eureka Maru: 300 metric tons
-Cargo Pod: 5,000 metric tons
Consumables: 6 months
Cost: Not available for sale
Slipstream: x2 (see Equipment for rules)
Nav Computer: Yes
Maneuverability: 2D (1D with Cargo pod)
Speed:
-Space: 7
-Atmosphere: 350; 1,000kmh
Hull: 4D
Defenses: N/A
Sensors:
  Passive: 30/0D
  Scan: 60/1D
  Search: 120/2D
  Focus: 5/3D+2

WEAPONS:
  2 Laser Cannons (fire-linked)
    Location: Mounted in forward hull
    Fire Arc: Front
    Crew: 1
    Skill: Starship gunnery
    Scale: Starfighter
    Fire Control: 2D
    Space Range: 1-3/12/24
    Atmosphere Range: 30-300/1.2/2.4km
    Damage: 5D+2
    Ammo: N/A
    Rate of Fire: 1 (fire-linked beam per attack)

Missile Launcher
Location: Mounted in forward hull
Fire Arc: Front
Crew: 1
Skill: Capital ship gunnery
Scale: Capital
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700m
Damage: 8D
Ammo: 10 (missiles)
Rate of Fire: 1 (missile per attack)

40 Mines (optional)
Location: Mounted in Cargo Pod optionally
Fire Arc: Selective (Front, Right, Left OR Rear, entire fire arc)
Crew: 1 (pilot)
Skill: Capital ship piloting (to deploy)
Scale: Capital
Fire Control: 2D (Maneuverability)
Space Range: 1/2/3
Atmosphere Range: 10-100/200/300
Damage: 8D (per mine)
Ammo: 40 (fills entire cargo pod)
Rate of Fire: 1 (entire mine payload in 1 attack)
Special: The mines are used by the Eureka Maru optionally during specific missions. They fill the entire cargo pod and must be scattered by the pilot. The pilot picks which fire arc they wish to deplot the mines in, and must make a Difficult piloting skill check to deploy the mines. They scatter and encompass the entire fire arc after being deployed.

DESCRIPTION:
The Eureka Maru, or simply known as the Maru, is a cargo ship that is owned by Beka Valentine.
The Maru was first built by Ignatius Valentine and his friend Sid Barry. Sid left its crew when Beka was a child after a fight with Ignatius. Beka has spent most of her life on the Maru, and it has been implied that she was born and lost her virginity on board. She is very protective of the Maru and would never allow it to be destroyed; she also hates it when people insult the ship, including Dylan Hunt's frequent use of the term "bucket of bolts".
Beka Valentine and her crew often use the ship to make risky and illegal cargo runs, before rescuing Dylan Hunt from a black hole and joining his crew. The ship was built by Beka's father, Ignatius Valentine, and his friend Sid Barry.
In episode 4 of series 1, Dylan states that Beka was captain of the Maru for 10 years, meaning she received official command of the ship from her father in CY 10077; in episode 16 of series 4, Harper states that possession of the Maru fell to Beka in CY 10081, the year her father died. Beka's original crew was composed solely of herself and her boyfriend Bobby Jensen; they later broke up and he was replaced by Seamus Harper as the ship's engineer (after he was hired by Bobby for a one-time deal on Earth). Rev Bem joined shortly after this and then another crew member named Vexpag was hired, however he died when his environmental suit ripped. He was replaced by Trance Gemini shortly before they found the Andromeda Ascendant and pulled it out of the black hole (they were hired by a Nightsider named Gerentex to salvage the Andromeda Ascendant). Since its crew joined Andromeda, the Maru was traditionally kept in Andromeda's shuttle bays, being used when the crew need to carry out scouting missions or sneak attacks due

to its smaller size. Traditionally it is taken out by Beka during these missions, although Dylan has been known to pilot the ship on occasion.

-TECHNICAL SPECIFICATIONS-

The Maru is about 42 metres in length, judged by the scale of people against it as seen in episode 8 of series 5. It weighs approximately 12,000 tonnes. She is a slipstream-capable cargo ship and is armed with lasers, missiles, and occasionally mines that Andromeda installed, and has a three engine thrust system. The ship runs on hydrogen and anti-protons, or AP. The hydrogen combines with the AP in controlled reactions to create antimatter/matter reactions, and then makes several hundred megawatts. Most of the power is used to power the GFG (gravity field generator), which reduces the effective mass of the Maru to a kilogram. The remaining power is used to accelerate more hydrogen in a dozen magnetoplasmadynamic drives which creates the thrust of a half million newtons.

-CARGO POD-

The Eureka Maru has a large rectangular cargo pod that sits on the top of the ship. It is connected by metal struts and is held by magnetic locks. It is very large, and is almost as long as the Maru. The pod also has large doors that open on the top, and are used to deploy mines or to dump cargo. It can be detatched, has 2 airlocks, and can comfortable hold 2 slipfighters.

-WRITE UP NOTES-

Hey guys, I did up the Maru, but it's been forever since I saw the Andromeda series. If anyone else remembers any specifics about the ship's weapons or systems, like how many lasers, missiles, missile launchers or mines the ship carried, please post a comment and let me know, I will gladly adjust the stats here accordingly. THANK YOU!

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