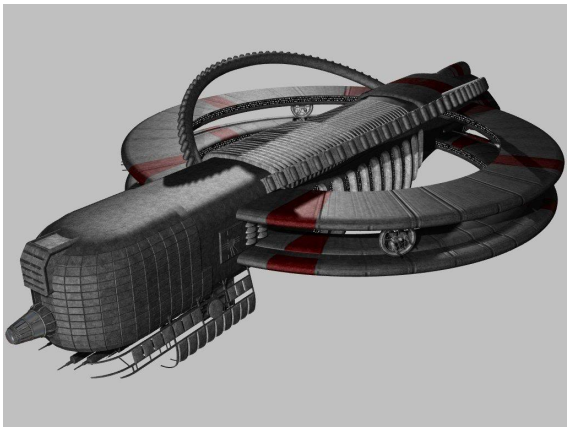
Starships D6 / Peacekeeper Command Carrie



COMMAND CARRIER

Craft: Peacekeeper Command Carrier
Type: Fleet command ship and battle-carrier
Scale: Capital
Dimensions:
-Length: 1,700m
Skill: Capital starship piloting: PK Command Carrier
Crew: 20,000
-gunners: 438
-skeleton: 500/+10
Crew Skill: Capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 4D+2, capital ship repair 4D+1, space transport repair 4D, starfighter repair 4D, starship gunnery 4D
Passengers: 30,000 (troops and other personnel)
Cargo Capacity: 700 metric tons
Consumables: 5 years
Cost: Not available for sale (100,000,000 currency pledges)
Hetch Drive: 9
Nav Computer: Yes
Maneuverability: 1D
Speed:
-Space: 6
Hull: 7D
Defenses:
-Defense Screens (Shields): 4D
Sensors:
  Passive: 50/1D
  Scan: 100/2D
  Search: 200/3D
  Focus: 6/4D

COMPLIMENT:
-Prowlers: 144 (12 squadrons/2 wings)
-Marauders: 72 (6 squadrons/1 wing)
-Various other support craft
-Hangar room for other ships at least half the size of a Leviathan

WEAPONS:
  4 Frag Cannon Batteries (of 3):
    Location: Mounted along outer ring
    Fire Arc: Partial turrets
    -1 Front/Right
    -1 Right/Rear

-1 Front/Left
-1 Left Rear
Crew: 5 (4)
Skill: Capital starship gunnery
Scale: Capital
Fire Control: 0D
Space Range: 5-15/25/45
Atmosphere Range: 10-1.5/2.5/4.5 metras(km)
Damage:
-Single: 10D
-Fire-Linked (3): 11D+1
-Fire-Linked (6): 12D+1
-Fire-Linked (12): 14D+1
-Salvo (2 Batteries): 11D
-Salvo (4 batteries): 11D+2
Ammo: N/A
Rate of Fire:
-Single/Fire-Linked: 1/3
-Salvo (1-4 Batteries): 1
Special: Slow Turn

20 Medium Pulse Cannons
Location: Mounted along the hull
Fire Arc:
-Turrets: 8 (4 dorsal/4 keel)
-Front: 4
-Right: 4
-Left: 4
Crew: 2 (8), 1 (4), 2 (8)
Skill: Capital starship gunnery
Scale: Capital
Fire Control:
-Turrets: 1D
-Others: 3D
Space Range: 5-20/40/60
Atmosphere Range: 10-40/80/120km
Damage: 4D
Ammo: N/A
Rate of Fire: 1

80 Small Pulse Cannons
Location: Mounted along the outer ring
Fire Arc:
-Front: 16
-Right: 24
-Left: 24
-Rear: 16
Crew: 2 (80)
Skill: Capital starship gunnery
Scale: Capital
Fire Control: 3D

Space Range: 3-12/24/40
Atmosphere Range: 6-24/48/80km
Damage: 2D
Ammo: N/A
Rate of Fire: 1

200 Defensive Pulse Turrets
Location: Mounted along the hull
Fire Arc:
-Front: 20
-Right: 80
-Left: 80
-Rear: 20
Crew: 1 (20), 2 (160), 3 (20)
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 4D
Space Range: 1-3/12/24
Atmosphere Range: 50-300/1.2/2.4km
Damage: 5D
Ammo: N/A
Rate of Fire: 2

8 Torpedo Launchers
Location: Mounted forward and aft
Fire Arc: 4 front, 4 rear
Crew: 4 (8)
Skill: Capital starship gunnery
Scale: Capital
Fire Control: 3D
Space Range: 3-15/30/60
Atmosphere Range: 300-1.5/3/6km
Missile Speed: 10 (1km) per round
Damage: 8D/4D/2D
Blast Radius: 0/1/2
Ammo: 30 torpedoes
Rate of Fire: 1/2

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-GAME NOTES-

-FRAG CANNONS: The Frag Cannons listed above are 4 batteries of 3 fire-linked weapons each, and have some special options. First, they have different damages listed for being fired as "single" or "fire-linked", including as a single battery (3 fire-linked Frag Cannons), 2 (6 fire-linked cannons), or as all 4 batteries combined (12 fire-linked cannons!).

Next, they can fire as "Salvos", or firing 1 Frag Cannon at a time in single fire, changing their Rate of Fire to 1 shot per round in exchange for their fire-linked damage ability (otherwise, it would be 1 shot every 3 rounds when fire-linked). The benefits of this are, one, being able to fire successive shots per round with a Rate of Fire of 1 instead of 1/3 (which is the Rate of Fire when

Fire-Linked), and two, 2 or 4 batteries can combine their firepower in the same Fire Arc to up their Damage (11D+2 with all 4) while still firing in salvos.

The Frag Cannons can ONLY combine all 4 batteries in the front or rear Fire Arcs. They can only combine 2 batteries on the right or left Arcs.

-SLOW TURN: The Frag Cannons batteries takes a full round action to change from one Fire Arc to another, because of their massive size.

-HETCH DRIVE: Ships from Farscape use what's called a Hetch Drive. Instead of a Hyperdrive (which allows FTL travel through another dimension of space), Hetch Drives allow FTL travel through physical acceleration of the ship. The Peacekeeper Command Carrier has been known to have excellent acceleration to run down a Leviathan (Hetch 9!), but never looked particularly fast when shown on camera at cruising speed (Space Speed 6). So, when having to slow down to interact with other ships, planets, etc, the Cammand Carrier's speed is much slower so it can maneuver and position itself as needed.

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-CONVERSION NOTES-

The Command Carrier is more or less converted from the Farscape RPG D20 book, and using any available official information and guesswork to correct mistakes and fill in gaps. That said, much of the stats presented here are different than those in the Star Wars RPG.

HETCH DRIVE/HYPERDRIVE: If GMs/players wish to convert the Command Carrier to have more of a Star Wars feel, one change would be to swap the Hetch Drive for a Hyperdrive (and a Backup Hyperdrive). If this ship is to be used for travel across the galaxy, give it a x1 Hyperdrive, as it was supposed to be a very fast ship (in Farscape, ships can achieve FTL, but are still limited to a small portion of the galaxy, much like Star Trek).

WEAPONS: most of the weapons (Frag cannons, medium and small pulse cannons, torpedo launchers) were pulled from the Farscape D20 RPG book and multiplied x4 (since it listed only 3 Frag cannons, these were multiplied x4 to make 4 batteries of 3 Frag cannons each, as seen in the Farscape series, with the other weapons multiplied to seem more fitting for a ship of it's size). The 200 Defensive Pulse Turrets are from official info and the number should be left as is.

SIZE/CREW/CARGO: Compared to an Imperial Star Destroyer (similar in Length), the Command Carrier's Crew and Cargo Capacity seem light. But considering it's shape (not as wide) and spacious internal facilities (Indoor Gardens the size of football fields or larger; Hangars that can hold Talyn at his full size before his death, as well as the full compliment of Prowlers, Marauders and other support craft, with room to spare), these figures are probably adequate.

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DESCRIPTION:

Command carriers served as a mobile base of operations for the Peacekeepers; they were immense ships with a crew complement of about 50,000. Many Peacekeepers lived their entire lives on a command carrier, and they had all the comforts needed to sustain their large crews (including large indoor "gardens" that simulated a planet's surface and were used for combat training exercises).

Command carriers primarily relied on their large complements of Prowlers and Marauders to project Peacekeeper power where needed. They were powerful battleships in their own right, armed with four frag cannons (2 fore, 2 aft) they each had a 90-degree radius of fire allowing for target acquisition all around the ship and protected by powerful defense screens. It is also rumored to have Missiles/Rockets however was never seen in action in an episode. They were quite fast, as Moya had to starburst away when a command carrier got too close, but they never seemed to stay ahead of them for very long.

Command Carriers and most other space vessels were not equipped to achieve instant FTL speeds. They can however accelerate to FTL speeds.

Larger variants of Command Carriers existed and were attached to fleets as flagships (the Zelbinion may have been one of these variants due to the remarks made about its size and power). There larger size is to incorporate extra quarters for additional command staff, their security, and possibly disruptors and/or special operations. It is likely that they also had a couple extra shuttles for the staff. They probably have more ordinance on board then an average command carrier, though their standard crew, Prowler, and Marauder complements would be the same. If these vessels were destroyed, whole fleets could be thrown into disarray and might eventually crumble.

Command carriers were one of the most powerful types of vessel known, able to overpower a Scarran dreadnought in a one-on-one engagement. ("Incubator", "I Shrink, Therefore I Am") They have been known to be greatly outmatched by Nebari vessels. ("Durka Returns")

TRIVIA

Ricky Eyres was disappointed after the carrier's first appearance in "Premiere" because they were unable to establish that the carrier was 5,000 feet long, about three times the length of Moya. (Farscape: The Illustrated Companion)

EXTRA INFO

The length given above for the Command Carrier is 1,700 meters (motras), which when converted is just over 5,000 feet. The Command Carrier is said to be over a "metra" long, and 600 "motras" is said to be over half a metra. Motras were shown to be roughly equal to a meter. So, a metra is considered 1,000 meters, or 1 kilometer, in length.

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