Starships D6 / Crucem Excidium Cruiser

Crucem Excidium Cruiser

The Crucem in their starting days used ships they stole to beign their Jihad of chaos aginst the galaxy. They used whatever they could steal. Then they began creating their own ships. By the time of the Battle of Hoth they had created the Excidium Cruiser.

The Excidium cruiser is a streamlined ship with powerful engines and an unmatched Hyperdrive system. This hyperdrive system works slightly differently than conventional hyperdrives. It is believed hyperspace is it's own dimension. However, the hyperspace accesses by this hyperdrive is different. Rather than the streaking starlines, hyperspace is seen as blue streaking energy winding all around the ship as it bullets forward. These coils of flourescent energy crackle with charges flaring throguh it. It is theorized this is a twisting of reality and hyperspace, beding the two together, possibly even incoporating otherspace as well.

The ship carries heavy turbolasers and concussion missile launchers to deal out hevay damage to enemy ships and Ion cannons to disable ships for capture. The pride and joy of the Exicidum Cruiser, other than it's amazing hyperdrive is it's cloaking device. this device works on a different principal than regular cloaking shields. Ratehr than blocking the ship's own sensors it somehow manages to make hyperspace travel impossible and the energy from the weapon systems is all drained into ti so firing weapons while cloaked is impossible.

Craft: Crucem Excidium Cruiser
Type: Crucem Battle Cruiser
Era: ESB +
Scale: Capital
Length: 600 meters
Skill: Capital ship piloting: Excidium Cruiser
Crew: 215, Gunners: 8
Crew Skill: Astrogation 4D+1, capital ship gunnery 5D+2, capital ship piloting 4D, capital ship shields 4D, sensors 5D
Passengers: 350 (Boarding Troops)
Cargo Capacity: 5000 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x0.4
Hyperdrive Backup: x2

Nav Computer: Yes
Maneuverability: 2D
Space: 6
Hull: 5D+1
Shields: 3D+1
Sensors:
    Passive: 30/0D
    Scan: 50/1D
    Search: 100/2D
    Focus: 4/3D
Sensor Cloak:
    While activated the Excidium Cruiser can only be detect by a Heroic Sensors roll. While Activated the Cruiser may not enter hyperspace or fire weapons however it's sensors works eprfectly.
Weapons:
24 Heavy Turbolasers
    Fire Arc: 12 front, 6 left, 6 right
    Crew: 3 Total
    Skill: Capital ship gunnery
    Fire Control: 1D
    Space Range: 3-15/35/75
    Atmosphere: 3-15/35/75 km
    Damage: 6D
24 Ion Cannons
    Fire Arc: Front
    Crew: 2 Total
    Skill: Capital ship gunnery
    Fire Control: 4D
    Space Range: 1-5/15/30
    Atmosphere: 2-10/30/60 km
    Damage: 5D
24 Concussion Missile Launchers
    Fire Arc: 16 front, 4 right, 4 left,
    Crew: 3 Total
    Skill: Capital gunnery
    Fire Control: 3D
    Space Range: 2-12/30/60
    Atmosphere: 6-30/70/150 km
    Damage: 8D

Starfighter Compliment: 2 Squadrons

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