

Starships D6 / Cerean Ch'Romin Class

Ch'Romin Cruiser

Type: Cerean Ch'Romin Class War Cruiser

Scale: Capital

Length: 700 Meters

Skill: Capital Ship Piloting: Cerean Cruiser

Crew: 2800; Gunners: 50, Skeleton Crew:
900/+10

Crew Skill: Astrogation 5D+2, Capital Ship

Piloting 5D, Capital Ship Shields 5D+2,

Capital Ship Gunnery 5D, Sensors 6D

Passengers: 500 (Troops)

Cargo Capacity: 2000 Tons

Consumables: 1 Year

Cost: Not available for sale

Hyperdrive Multiplier: X1

Hyperdrive Backup: X8

Nav Computer: Yes

Maneuverability: 2D+1

Space: 6

Atmosphere: None

Hull: 5D+1

Shields: 5D



Sensors:

Passive: 40/1D

Scan: 80/2D

Search: 100/3D

Focus: 5/4D

Fighters: 20 Starfighters

Shuttles: 5 Shuttles

Weapons:

10 Turbolaser Batteries

Scale: Capital

Fire Arc: 6 Front, 2 Left/Back, 2 Right/Back

Fire Control: 3D

Space: 3-15/36/75

Atmosphere: 6-30/72/150 Km

Damage: 5D

20 Anti-Starfighter Batteries

Scale: Starfighter

Fire Arc: 10 Front, 4 Left/Back, 4 Right/Back, 2 Back

Fire Control: 2D+1

Space: 1-10/25/50

Atmosphere: 1-10/25/50 Km

Damage: 5D

9 Heavy Ion Cannons

Scale: Capital

Fire Arc: 4 Front, 4 Back

Fire Control: 4D

Space: 1-10/25/50

Atmosphere: 2-20/50/100 km

Damage: 9D

3 Heavy Tractor Beam Projectors

Scale: Capital

Fire Arc: 2 Front, 1 Back

Fire Control: 3D

Space: 1-5/15/30

Atmosphere: 2-10/30/60 km

Damage: 8D

4 Tractor Beam Projectors

Scale: Starfighter

Fire Arc: 1 Front, 1 Left, 1 Right, 1 Back

Fire Control: 3D

Space: 1-2/5/15

Atmosphere: 1-2/15/20 km

Damage: 4D

Description: The Ch'Romin class of cruiser was designed and built by the people of the planet Cerea, a peaceloving people. The Ch'Romin serves with the New Republic, and although is very under-armed for a ship of its size (since the Cerean's were somewhat resistant to build a ship of war at all, but their support of the New Republic against the Empire, made them feel they had to lend their support), the Ch'Romin has become specialised in fleet actions against other capital ships. With its heavy tractor beams, and heavy ion cannons, the Ch'Romin can immobilise and disable the majority of other capital ships, however its lack of damaging weapons means that if unsupported it can recieve severe damage before it can get in close enough to take advantage of its weapons, because of this it is rare to see a Ch'Romin serving on its own.

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