Starships D6 / Cerean Ch'Romin Class War C



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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