Starships D6 / Neyomal Jump Gate

Neyomal Jump Gate

The Neyomals developed Hyperspace Jumpgate technology to allow ships that can't afford to install hyperdrives, enter hyperspace. This was originally achieved through these Jump Gate structures, then later through their larger ships. These Jump Gates consist of four Pylons with scafolding like constructs running between them and a big open space in the center. The portals open up in the center and ships pull through. On both ends of each pylon is a pulse cannon so if an unathuorized ship uses the Jump Gate it can be destroyed immediately. The Jump Gates allow ships to enter hyperspace faster than any Neyomal ship can travel by itself. Ships that have hyperdrive motivators can go wherever they wish because they can drop out by themselves. However ships without their own hyperdrives can only travel between Jump Gates, from one to another.

When experimenting with new Jumpgate Technology, that would let even ships without hypoedrives go anywhere they wish, The Neyomal accidently uncovered the secret of inter-dimensional travel. They dropped into 'realspace' in the Palvar Sector where they encountered Kashan People. During the course of the encounter Kashan spies afixed themselves to the Neyomal ships on small fighters. Through tickery and espionage, Kashan thusly managed to get ahold of partial plans for a Jump Gate. They then began experimenting with the designs until the successfuly built HyperJump-1 and then built another one and closely guarded them. However the Neyomal re-entered relspace through the Jumpgates and began terrorising the galaxy.

Craft: Neyomal Jump Gate
Type: Hyperspace Jump gate
Scale: Capital
Length: 650 meters
Skill: Astrogation: Jump Gate
Crew: 5; Gunners: 8; Skeleton: 2/+5
Crew Skill: Astrogation 10D+1, capital ship gunnery 5D+2, capital ship shields 5D+1, communications 5D, sensors 5D
passenegrs: 15 (maintanence crew)
Cargo Capacity: 5,000 metric tons
Consumables: 1 year
Cost: Not available for sale
Hull: 5D
Shields: 3D
Sensors:
- Passive: 25/1D
- Scan: 70/2D
- Search: 100/3D

Focus: 4/3D+1

Weapons:

8 Pulse Cannons

Fire Arc: Turret

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Damage: 5D+2

Game Notes: Jump Gate Multiplier: x 0.5

Entering hyperspace: When using the jump gate to enter hyperspace, the astrogation officer on board the jump gate itself must make the required Astrogation roll. On a Wild Die roll of 1, reroll on the table:

Reroll	Game Effects
1 - 3	gate operates normally, hyperdrive multiplier is x3 (not the multiplier listed on the ship)
4	gate miscalculates, increase hyperdrive multiplier to x4
5	gate fails to open
6	gate collapses, knocking ship off course and unguided into hyperspace

Exiting hyperspace: If a starship has its own hyperdrive motivator, then it may drop out of hyperspace as it normally would. If a starship lacks a hyperdrive, then it must rely on the gate at its destination to be open when it crosses that spot in hyperspace. After a successful entry into hyperspace at the starting gate, roll the jump gate's communications officer's Communication skill at Moderate Difficulty. On a mishap, the communication fails to arrive at the destination gate in time and the starship is trapped in hyperspace forever.

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