Starships D6 / Umbra Surveilance Ship

Umbra Surveilance Ship

The Umbra Surveilance ship is a short blocky little transport that's been refitted and made standard. Either side is covered in sensor arrays and communication equipment coves a lot of the top of the craft. The ship also has four sensour and two communication relay buoies it can drop in space. This way the ship can spread a small nexus out around it where it can gather data through it's arrays and buoys, and then use a short burst transmission out to a com buoy which will relay the message to the desitnation with less chance of detection.

The craft is equipped with state of the art stealth, ECM, and surveilance technology. It has extremely powerful sensors, and communication equipment as well as pwoerful encrypton comptuers. The pilots sit up front in the cockpit while the 'crew' is in the back which is fileld with equipment. T here are two sensor experts, 2 communication experts, and 2 encryption experts all working together to gather and process information.

Craft: Sienar Fleet Systems Umbra Surveilance Ship
Type: Stealth Surveilance Craft
Era: Empire Strikes Back
Scale: Starfighter
Length: 10.6 meters
Skill: Space Transports: Umbra
Crew: 2
Passengers: 6 (sensor and encryption gear operators)
Crew Skill: Space Transports 4D+2, sensors 5D, communications 5D, encryption 5D+1
Cargo Capacity: 1 metric ton
Consumables: 2 Months
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 4D
Shields: 1D
Sensors: | With buoyies deployed
Passive: 200/1D | 450/2D
Scan: 350/2D | 700/3D
Search: 500/3D+2 | 1200/4D+2
Focus: 30/4D+2 | 60/6D

Game Notes:
Sensor Stealth Suite:
Add +3D to Sensor operator's difficulty to detect the ship past 50

space units, +2D past 30, +2D to difficulty to hit or recognize within 30 space units.

Commscan:

Sensors can pick up and intercept comm transmissions, this is part of the typical sesnors listed above. The sensors run it through a computer to a crypt analysis expert.

Electronic counter-Measures:

Requires a Communication roll vs. all opposing ships' Sensor rolls. Success means that the ships' sensors are jammed and will not function. All sensors fail and all fire control bonuses are reduced to 0 while this is in effect.

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