Starships D20 / 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
Class: Space Transport
Size: Tiny (10.6 m long)
Hyperdrive: x1
Passangers: 6 (sensor and encryption gear operators)
Cargo Capacity: 1 tons
Consumables: 2 months
Cost: Not available for sale
Maximum Speed In Space: Attack (8 squares/action)
Atmospheric Speed: Not applicable
Crew: 2 (Skilled +4)
Initiative: +5 (+1 size, +4 crew)
Maneuver: +5 (+1 size, +4 crew)
Defense: 21 (+1 size, +10 armor)
Shield Points: 30 (DR 10)
Hull Points: 120 (DR 10)

Notes:
Sensor Stealth Suite:
DC +10 to detect the ship past 50 squares, DC +5 past 30, DC +5 to recognize and +5 Defense within 30 squares.
Commscan:
Sensors can pick up and intercept comm transmissions, this is part of the typical sensors listed above. The sensors run it through a computer to a crypt analysis expert.
Electronic counter-Measures:

Requires a Computer Use roll vs. all opposing ships.
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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