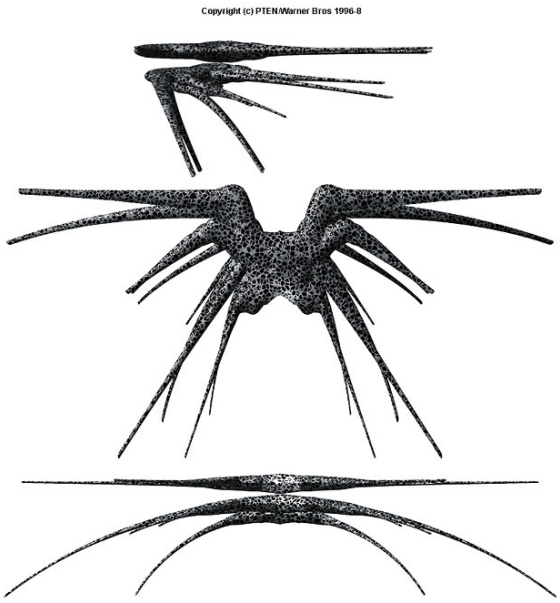
Starships D6 / Shadow Vessel



Shadow Vessel

Craft: Shadow Vessel
Type: Organic cruiser
Scale: Capital
Length: 165 meters
Skill: Capital ship piloting: Shadow Vessel
Crew: 1 (telepaths only)
Crew Skill: Astrogation 6D, capital ship piloting 6D, capital ship gunnery
6D+2, sensors 5D
Passengers: 36 (pilots)
Cargo Capacity: 20 metric tons
Consumables: Infinite
Hyperdrive Multiplier: x1*
Nav Computer: Yes
Manuverability: 4D
Space: 10
Hull: 8D
* Shadow Vessels cannot make a hyperspace jump if 'wounded' (in SW:RPG terms, Shadow Vessels cannot jump if it is damaged)
Sensors:
Passive: 150/3D
Scan: 250/3D+2
Search: 350/5D
Focus: 50/6D
Weapons:
Cutting Beam
Fire Arc: Turret (front, left, and right fire arcs only)
Skill: Capital ship gunnery
Scale: Death Star
Fire Control: 5D
Space Range: 3-20/50/100
Atmosphere Range: 6-40/100/200 km
Damage: 2D
Jump Gate Destabilizer
Fire Arc: All
Skill: Capital ship gunnery
Space Range: 3-15/36/75
Damage: Causes collapse of jumpgates through use of artificial gravity fields (same as gravity well projectors)

Starfighter Complement: 1 squadron (Shadow Starfighters)

Shadow ships are actually, more or less, organisms designed by the Shadows for space travel and combat. They appear to be wickedly evil spiders in form, with several "leg" extensions jutting from either side (this is probably more for effect and most likely serve no real purpose).

They are crewed by a single telepathic being (usually captured and/or cloned by the Shadows) that, in a sense, becomes one with the vessel itself. The ships aquire targets, scan, plot jumps, etc all through extended psychic abilities that the ship grants the pilot. If the pilot is injured or killed somehow, the ship also dies, collapsing in on itself and actually rotting away. Once a pilot is joined with a ship, he/she/it cannot be removed or both the pilot and the ship will die.

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