

CHISS CRUISER

Craft: Chiss Ascendancy Cruiser

Type: Cruiser

Scale: Capital

Dimensions:

-Length: 300m

Skill: Capital ship piloting: Chiss Cruiser

Crew: 150

-gunners: 32

-skeleton: 30/+5

Crew Skill: Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 3D, communications 2D+2, sensors 3D+1

Passengers: 30

Cargo Capacity: 1,000 metric tons

Consumables: 1 year

Cost: N/A

Hyperdrive: x1 (Backup: x8)

Nav Computer: Yes (also can use Beacon Ship)

Maneuverability: 1D

Speed:

-Space: 4

-Atmosphere: 280; 800kmh

Hull: 4D

Defenses:

-Shields: 2D+2

Sensors:

Passive: 15/0D

Scan: 35/1D

Search: 70/2D+1

Focus: 3/3D

SHIPS:

-6 Starfighters (various types, 1/2 squadron)

WEAPONS:

10 Turbolaser Cannons

Location: Mounted across the hull

Fire Arc:

-2 front



-4 right

-4 left

Crew: 2 (2), 3 (8)

Skill: Capital ship gunnery

Scale: Capital

Fire Control: 2D

Space Range: 3-15/30/75

Atmosphere Range: 6-30/60/150km

Damage: 4D

Ammo: N/A

Rate of Fire: 1/2

2 Concussion Missile Launchers

Location: Mounted in the forward hull

Fire Arc: Front

Crew: 2

Skill: Capital ship gunnery

Scale: Capital

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120km

Damage: 9D

Ammo: 10 missiles per launcher

Rate of Fire: 1/2

DESCRIPTION:

The Chiss Cruiser was an interstellar capital ship used by the CEDF. Its complement of 6 fighters usually consisted of a mix of Advanced Clawcraft, Nssis-class Clawcraft, Chiss Heavy Fighetrs or Chiss Recon Fighters.

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