Starships D6 / Neyomal MegaCruiser

Neyomal MegaCruiser

The Neyomal are a malevolent race of starfaring beings. They are not of this galaxy, or any other galaxy really. They are from another dimension, possibly the realm known as otherspace but it is not known for sure. They appeared through strange itner dimensional portals which actually cut through the fabric of 'realspace' and 'hyperspace' which is what leads people to believe they hail from 'otherspace'. These portals are characterized by bright swirls of light and colour throguh which the ships drop into space. The Neyomal's ships are organic in nature and possibly even setnient. The Neyomal who crew it, use telepathic links to join themselves to the the ships and use extended telepathic abilities as sensors.

The Neyomal Megacruiser is the eptiome of pwoer in a capital ship. It has a rounded organic form with an almost perfectly smooth hull. A strange spikelike assembly at the rear of the ship comes off the drive assembly, possibly manuvering thrusters. There is a band around the ships' equator that glows and pulses with energy, as well as two fin like appendages. Four wavy arms come off around the band at the very front of the ship. This is the energy emitter assembly. Energy is charged up in the fins and the band, both send the energy into a focusing point at the center of the four arms. The enrgy then runs up along the arms like on a Mothership. However rather than crackling energy and a ball that's released, the space between the four arms totaly fills when fired at full power. At full power, this weapon is slightly more pwoerful than the second death Star's Superlaser and is fully capable of destroying a planet. Lesser ammounts of energyu from the weapon can still easily blow apart any capital ship.

The ships'f rom is deceiving though. It would seem this is the only weapon system on board but that is not so. Heavy energy pulse batteries are built into the hull under the uppermost layer. These batteries run along on hidden tracks and charge energy up through the outter hull itself releasing silvery-blue beams of impressive destructive power. The combined batteries are capable of reducing a world to slag by themselves. Smaller versions of the abtteries form short range, anti-starfighter defense to prevent 'trench run sydnrome'. Just a few weeks before the Battle of Endor, one of these ships appeared over a world in the Plavar Sector. Sector forces tried to repell it to no avail. recordings of the incident show an unbeleiveable ammount of silver-blue streaks lancing out in every direction from the ship pulverising capital ships and starfighters alike. The world, controlled by the Empire, then witnessed the full fury of the ships' energy emitter at

full blast. The ships that escaped told the tale and showed the sensor logs and recordings, and still eveyone found it hard to believe.

The strangest thing is that the ship's hull appears to be one peice, and though looks organic in design it doesn't look organic or natural. Yet the whole ship seems to be one peice. There are no viewports hatches or docking bays either, so it is not known how the crew gets on board. These ships are able to also open inter-dimensional portals between realspace and their home dimension. It is severely hoped, but not known, that the Neyomals only have one of these ships.

Craft: Neyomal MegaCruiser
Type: Planet Killer
Era: Endor +
Scale: Death Star
Length: 20 kilometers
Skill: Battle station piloting: Death Star
Crew: 65,000
Crew Skill: Astrogation 9D+1, Capital Ship piloting 6D+2, capital ship gunnery 8D+1
Passengers: 607,360 (troops), 25,984 (stormtroopers), 42,782 (starship support staff), 167,216 (support ship pilots and crew)
Cargo Capacity: Over one million kilotons
Consumables: 3 years
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x4
Nav Computer: Yes
Space: 3
Hull: 4D+2
Sensors:
- Passive: 250/0D
- Scan: 1,000/1D
- Search: 5,0000/2D+2
- Focus: 40/4D

Jump Gate:
- A Neyomal MegaCruiser can open Hyperspace Jumpgates through which ships can enter and come out at the decided destination. The ships passing through one of these Jump gates will move as if they had an x1 hyperdrive. The Jumpgate closes as soon as the MegaCruiser passes into it, and the end point gate closes once the mothership comes out of it.

Weapons:
Energy Emitter
- Fire Arc: Forward
- Crew: 42
- Scale: Death Star
- Skill: Capital ship gunnery: superlaser
- Space Range: 1-20/40/100
- Damage: 2D to 18D*

Note: The MegaCruiser's power systems can generate 2D of damage per minute, up to a maximum of 18D damage. However, the energy cells in the design can produce 56D per day without severly straining the energy reactors.

5,000 Pulse Batteries
Fire Arc: Turret
Crew: 3
Scale: Capital
Skill: Starship gunnery
Fire Control 2D
Space Range: 1-20/40/100
Damage: 6D+2

500 Pulse Cannons
Fire Arc: Turret
Crew: 3
Scale: Starfighter
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 1-5/10/15
Damage: 7D

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