Starships D6 / Neyomal Mothership

Neyomal Mothership

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.

Like the Neyomal attack Cruisers, the Motherships look like some sort of yellow sea creature. It ahs a squid-like appearance with a broad, rounded rear hull section with powerful drive engines, and four long wavy 'arms' extending forward. A very large energy emitter sits between the base of all four arms, and energy pannels run up the inside of each arm. This is the Motherships' only weapon system. This powerful energy emitter charges up a powerful blast between the four arms, it then travels down along the arms and hits the target with enough force the crack the crust of a planet. Almost nothing ever built could or would withstand a blast from this pwoerful weapon and it's noly downside is that it takes so long to charge back up. The only other offensive capability the ship has are the four fighter squadrons it carries. Each in a seperate bay, 2 on portside, and two on starboard. The ship has impressive hull/skin strength and the hull appears to be all one peice as if it was total natural organism that grew that way. Also to it's defensive capabilties can be mentioned an icnredibly impressive shield system for the era. These shields are totaly indetectable by sensors of this dimension so far and are only visible when they flare bright blue and black with contact. These shields are quite powerful by the standards of the time when the Neyomal first appeared and have an extensive array of backup generators for them. Finaly, the last ability of these ships is to create a hyperspace jump gate. These jump gates are temporary portals throguh which ships can travel witohut the aid of a hyperdrive at high speed. It's called a Mothership but it really isn't a Mothership. Entire fleets of these vessels have been seens and it is not known how many they have.

Craft: Neyomal Mothership
Type: Heavy cruiser
Era: Shadows of The Empire +

Scale: Capital
Length: 1,300 meters
Skill: Capital ship piloting: Neyomal mothership
Crew: 497, gunners: 2, skeleton: 100/+10
Crew Skill: Astrogation 6D, capital ship piloting 6D, capital ship gunnery 7D, Capital ship Shields 6D+1
Cargo Capacity: 50,000 metric tons
Consumables: 25 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x2
Nav Computer: Yes
Manuverability: 1D+2
Space: 6
Hull: 7D
Shields: 4D*
Backup Shields: 8D
Sensors:
- Passive: 100/1D
- Scan: 300/2D
- Search: 500/3D
- Focus: 20/4D

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: Front
- Crew: 2
- Scale: Death Star
- Skill: Capital ship gunnery
- Fire Control: 4D
- Fire Rate: 1/6
- Space Range: 1-40/90/175
- Atmosphere Range: 2-80/180/250 km
- Damage: 3D

Starfighter Compliment: 4 Squadrons

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