



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 inter 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 through which the ships drop into space. The Neyomal's ships are organic in nature and possibly even sentient. The Neyomal who crew it, use telepathic links to join themselves to 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 has 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 panels 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 to crack the crust of a planet. Almost nothing ever built could or would withstand a blast from this powerful weapon and its only 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 separate bay, 2 on portside, and two on starboard. The ship has impressive hull/skin strength and the hull appears to be all one piece as if it was total natural organism that grew that way. Also to its defensive capabilities can be mentioned an incredibly impressive shield system for the era. These shields are totally undetectable 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. Finally, the last ability of these ships is to create a hyperspace jump gate. These jump gates are temporary portals through which ships can travel without 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 seen 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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